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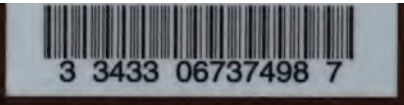
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VOL. II.

CONTAINING

Gustavus Selenus.

THE WORKS

OF

Gianutio,

AND

Gustavus Selenus,

ON THE GAME OF

CHESS.

TRANSLATED AND ARRANGED

BY

J. H. SARRATT,

PROFESSOR OF CHESS;

AUTHOR AND EDITOR OF SEVERAL PUBLICATIONS ON THE GAME, &c.

VOL. II.

"Un Giuoco nobilitato dall' antichità dell' origine, dalla profonda eleganza del "calcolo, dal genio de' Grandi, e de' Filosofi, ha ben tutto il diritto d'esser "trattato qual cosa importante, e riposto nel novero delle occupazioni "seriose."

G. LOLLI.

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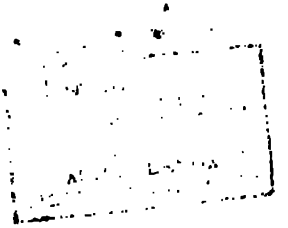

-27713.

Gustavus Selenus.

FIRST GAME.

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. to Q. B. fourth square.
B. The same.

3.

W. The Q. to her K. second square.
B. Q. P. one square.

4.

W. Q. B. P. one square.
B. K. Kt. to B. third square. (*a*).

5.

W. K. B. P. two squares.
B. K. B. takes K. Kt.

6.

W. K. R. takes K. B.

B. K. P. takes K. B. P.

7.

W. Q. P. one square.

B. K. Kt. P. two squares.

8.

W. K. Kt. P. one square.

B. K. P. takes it.

9.

W. Q. B. takes K. Kt. P.

B. K. P. takes K. R. P.

10.

W. The Q. takes K. P.

B. K. R. to its Kt. square. (*b*).

11.

W. K. P. one square. (*c*).

B. Q. P. takes it.

12.

W. The Q. takes it, and checks.

B. The K. to his B. square.

13.

W. Q. B. to the adversary's K. R. third square, and checks.

B. K. R. to its Kt. second square.

14.

W. Q. B. takes K. R. and checks.
Black loses the Queen and the game.

VARIATION (*a*).

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. to Q. B. fourth square.
B. The same.

3.

W. The Q. to her K. second square.
B. Q. P. one square.

4.

W. . . . . . .
B. Q. Kt. to B. third square. Or (*d*).
Black may also move *Q. B. P. one square.*
Vide Variation, or (*d*), move 4th.

5.

W. K. B. P. two squares.
B. K. B. takes K. Kt. Or (*e*).
Black may also take *the K. B. P. with the K. P.* Vide Variation, or (*e*), move 5th.

6.

W. K. R. takes K. B.

B. K. P. takes K. B. P.

7.

W. Q. P. two squares.

B. The Q. to the adversary's K. R. fourth square, giving check.

8.

W. K. Kt. P. one square.

B. K. P. takes it.

9.

W. K. R. takes K. P.

B. K. Kt. to B. third square.

10.

W. Q. B. to the adversary's K. Kt. fourth square.

B. The Q. to her K. R. fourth square.

11.

W. The Q. to her K. Kt. second square.

B. K. Kt. to adversary's K. Kt. fourth square.

12.

W. Q. B. to its Q. second square.

B. The Q. takes K. R. P.

13.

W. K. R. takes K. Kt. and White will win the game.

VARIATION (*b*).

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. to Q. B. fourth square.
B. The same.

3.

W. The Q. to her K. second square.
B. Q. P. one square.

4.

W. Q. B. P. one square.
B. K. Kt. to B. third square.

5.

W. K. B. P. two squares.
B. K. B. takes K. Kt.

6.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

7.

W. Q. P. one square.
B. K. Kt. P. two squares.

8.

W. K. Kt. P. one square.
B. K. P. takes it.

9.

W. Q. B. takes K. Kt. P.
B. K. P. takes K. R. P.

10.

W. . . . . . .

B. Q. Kt. to Q. second square.

11.

W. K. R. to B. square.

B. K. R. to its Kt. square.

12.

W. The Q. takes K. R. P.

B. K. Kt. takes the Q.

13.

W. K. B. takes K. B. P. and checks,

B. The K. to his B. square.

14.

W. Q. B. takes the Q. &c.

VARIATION (*c*).

1.

W. The K. P. two squares.

B. The same.

2.

W. K. B. to Q. B. fourth square.

B. The same.

3.

W. The Q. to her K. second square.

B. Q. P. one square.

4.

W. Q. B. P. one square.
B. K. Kt. to B. third square.

5.

W. K. B. P. two squares.
B. K. B. takes K. Kt.

6.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

7.

W. Q. P. one square.
B. K. Kt. P. two squares.

8.

W. K. Kt. P. one square.
B. K. P. takes it.

9.

W. Q. B. takes K. Kt. P.
B. K. P. takes K. R. P.

10.

W. The Q. takes K. P.
B. K. R. to its Kt. square.

11.

W. Q. B. takes K. Kt.
B. K. R. takes K. R. and checks.

12.

W. The Q. takes the R.
B. The Q. takes the Q. B.

13.

W. The Q. to the adversary's K. Kt. square, and checks.

B. The K. to his Q. second square.

14.

W. K. B. takes K. B. P.

B. The Q. to her K. second square.

15.

W. The Q. takes K. R. P. and White must win.

OR (*d*).

4.

W. . . . . . .

B. Q. B. P. one square.

5.

W. K. B. P. two squares.

B. K. P. takes K. B. P.

6.

W. Q. P. two squares.

B. The Q. to the adversary's K. R. fourth square, and checks.

7.

W. The K. to his Q. square.

B. Q. B. to the adversary's K. Kt. fourth square. Or (*f*).

Black may also move *the K. B. to its Q. Kt. third square.* Vide Variation, or (*f*), move 7th.

8.

W. K. Kt. to B. third square.

B. Q. B. takes K. Kt.

9.

W. The Q. takes the Q. B.

Black must lose the game.

OR (*e*).

5.

W. . . . . . .

B. The K. P. takes K. B. P.

6.

W. K. Kt. to B. third square.

B. K. Kt. P. two squares.

7.

W. K. R. P. two squares.

B. K. Kt. P. one square.

8.

W. K. Kt. to adversary's K. Kt. fourth square.

B. Q. Kt. to his K. fourth square. Or (*g*). Black may also move *his K. Kt. to its R. third square.* Vide Variation, or (*g*), move 8th.

9.

W. Q. P. two squares.

B. Q. Kt. takes K. B.

10.

W. The Q. takes the Q. Kt.

B. The Q. to her K. second square.

11.

W. Q. P. takes K. B.

B. K. R. P. one square.

12.

W. Q. P. takes Q. P.

B. Q. B. P. takes it.

13.

W. The Q. takes K. B. P. and checks.

B. The Q. takes the Q.

14.

W. K. Kt. takes the Q.

B. The K. takes the Kt.

15.

W. Q. B. takes K. P. on its K. B. fourth square.

Black has a very bad game*.

OR (*f*).

7.

W. . . . . . .

B. K. B. to its Q. Kt. third square.

8.

W. K. Kt. to B. third square.

B. The Q. to adversary's K. Kt. fourth square.

9.

W. K. R. P. one square.

B. The Q. to the adversary's K. Kt. third square.

10.

W. Q. Kt. to its Q. second square.

B. K. Kt. to its B. third square.

11.

W. Q. Kt. to its K. B. square.

B. The Q. to her K. Kt. third square.

12.

W. Q. B. takes K. P. on its K. B. fourth square, and White has a good game.

* The *White* plays particularly well.

13.

W. K. B. takes Q. B.

B. Q. takes K. B.

14.

W. Q. B. takes K. Kt. &c. and must win.

OR (*g*).

8.

W. . . . . . .

B. K. Kt. to R. third square.

9.

W. Q. P. two squares.

B. K. B. to its Q. Kt. third square.

10.

W. Q. B. takes K. P. on its K. B. fourth square.

B. The Q. to her K. second square.

11.

W. K. R. to its B. square.

B. K. B. P. one square.

12.

W. K. Kt. to adversary's K. third square.

B. Q. B. takes K. Kt.

13.

W. K. B. takes Q. B.

B. Q. takes K. B.

14.

B. Q. B. takes K. Kt.

Black has a bad game.

SECOND GAME.

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. to Q. B. fourth square.
B. The same.

3.

W. The Q. to her K. second square.
B. Q. B. P. one square.

4.

W. K. B. P. two squares.
B. K. B. takes K. Kt. (*a*).

5.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

6.

W. Q. P. two squares.
B. The Q. to the adversary's K. R. fourth square, and checks.

7.

W. K. Kt. P. one square.
B. The K. P. takes the K. Kt. P.

8.

W. The R. takes the K. P.
B. K. Kt. to B. third square.

9.

W. Q. B. to the adversary's K. Kt. fourth square. (*b*).
B. The Q. to her K. R. fourth square.

10.

W. The Q. to her K. Kt. second square.
B. K. R. P. one square.

11.

W. K. B. to its K. second square.
B. The Q. to her K. Kt. third square.

12.

W. Q. B. to its Q. second square.
B. The Q. to her K. R. second square.

13.

W. K. P. one square.
B. The Q. takes Q. B. P.

14.

W. K. P. takes K. Kt.

B. The Q. takes Q. Kt. P.

15.

W. The K. P. takes K. Kt. P.

B. K. R. to its Kt. square.

16.

W. The Q. to her K. fourth square, and checks.

B. The K. to his Q. square.

17.

W. The Q. Kt. to its B. third square.

B. The Q. takes Q. R. and checks.

18.

W. Q. B. to its square.

B. The Q. takes it, and checks.

19.

W. Q. Kt. to its Q. square, interposing.

B. The Q. to adversary's Q. R. square.

20.

W. The Q. to her K. R. fourth square, and checks.

B. The K. to his Q. B. second square.

21.

W. The Q. to her K. B. fourth square, and checks.

B. The K. to his Q. square.

22.

W. The Q. takes the K. B. P.

B. K. R. to its K. square.

23.

W. The Q. takes K. R. and checks.

B. The K. takes the Q.

24.

W. The P. becomes a Q. on the adversary's K. Kt. square, and checks.

B. The K. to his second square.

25.

W. The R. to its K. third square, and checks.

B. The K. to his B. third square.

26.

W. The Q. to the adversary's K. B. square, and checks.

B. The K. to his Kt. third square.

27.

W. The R. to its Kt. third square, and checks.

B. The K. to his R. second square.

28.

W. The Q. to the adversary's K. Kt. second square, and check-mates.

This game is very scientifically played.

VARIATION (*a*).

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. to Q. B. fourth square.
B. The same.

3.

W. The Q to her K. second square.
B. Q. B. P. one square.

4.

W. . . . . . .
B. The K. P. takes K. B. P.

5.

W. K. Kt. to its B. third square.
B. K. B. to its Q. Kt. third square.

6.

W. Q. P. two squares.
B. K. Kt. P. two squares.

7.

W. K. R. P. two squares.

B. K. Kt. P. one square.

8.

W. K. Kt. to the adversary's K. fourth square.

B. K. Kt. to its R. third square.

9.

W. Q. B. takes K. P. on its K. B. fourth square.

B. K. B. takes Q. P.

10.

W. Q. B. P. one square.

B. K. B. takes K. Kt.

11.

W. Q. B. takes K. B.

B. K. B. P. one square.

12.

W. Q. B. to the adversary's Q. third square.

Black must lose the game.

VARIATION (*b*).

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. to Q. B. fourth square.
B. The same.

3.

W. The Q. to her K. second square.
B. Q. B. P. one square.

4.

W. K. B. P. two squares.
B. K. B. takes K. Kt.

5.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

6.

W. Q. P. two squares.
B. The Q. to the adversary's K. R. fourth square, and checks:

7.

W. K. Kt. P. one square.
B. The K. P. takes the K. Kt. P.

8.

W. The R. takes the K. P.
B. K. Kt. to B. third square.

9.

W. The Q. Kt. to its B. third square.
B. K. Kt. to its R. fourth square.

10.

W. K. B. takes K. B. P. and checks.
B. The K. takes the B.

11.

W. Q. B. to the adversary's K. Kt. fourth square.
B. The Kt. to adversary's K. B. fourth square.

12.

W. The Q. checks on her B. fourth square.
B. Q. P. two squares.

13.

W. Q. Kt. takes Q. P.
B. The Q. takes the K. R. P.

14.

W. Q. Kt. to the adversary's Q. B. second square, checking with the Queen.
B. Q. B. interposes on its K. third square.

15.

W. Q. B. takes K. Kt.

B. Q. B. takes the Q. Or (*c*).

Black may also move *the Q. to the adversary's K. R. square, giving check.* Vide Variation, or (*c*), move 15th.

16.

W. The R. takes K. Kt. P. and checks.

B. The K. takes the R.

17.

W. Q. B. takes the Q.

B. Q. Kt. to its Q. second square.

18.

W. The Kt. takes Q. R.

B. K. R. takes the Kt.

19.

W. Q. R. P. one square.

Gustavus Selenus is of opinion, that Black must lose the game. It is very likely that a skilful player would at least *draw* it.

OR (*c*).

15.

W. . . . . . .

B. The Q. to the adversary's K. R. square, and checks.

16.

W. The Q. interposes on her K. B. square,

B. The Q. takes K. P. and checks.

17.

W. K. R. to its K. third square; and White will very easily win the game.

B. . . . . . .

THIRD GAME.

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. B. P. one square.
B. K. Kt. to B. third square.

4.

W. Q. P. two squares.
B. K. B. to its Q. Kt. third square. (*a*).

5.

W. Q. P. takes K. P.
B. K. Kt. takes K. P.

6.

W. K. B. takes K. B. P. and checks.
B. The K. to his second square. (*b*).

7.

W. Q. to the adversary's Q. fourth square,
B. K. B. takes K. B. P. and checks.

8.

W. The K. to his second square.
B. The Q. to her K. B. square.

9.

W. K. B. to the adversary's K. R. fourth square.
B. K. B. takes K. Kt.

10.

W. The Q. takes K. Kt.
B. The Q. to the adversary's K. B. second square, and checks.

11.

W. The K. to his Q. square.
B. K. R. P. one square.

12.

W. Q. Kt. to its Q. second square.
B. K. R. to its B. square.

13.

W. The Q. to her third square.
B. Q. Kt. to its B. third square.

14.

W. Q. Kt. to its K. fourth square.
B. Q. Kt. takes K. P.

15.

W. Q. Kt. takes the Q.; and White has a very good game.

VARIATION (*a*).

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. B. P. one square.
B. K. Kt. to B. third square.

4.

W. . . . . . .
B. K. P. takes Q. P.

5.

W. Q. B. P. takes Q. P. Or (*c*).

White may also move *the K. P. one square.* Vide Variation, or (*c*), move 5th.

B. K. B. to the adversary's Q. Kt. fourth square, and checks.

6.

W. Q. B. to its Q. second square interposing.

B. The B. takes the B.

7.

W. Q. Kt. takes the B.

B. Q. P. two squares; and the Black's game is quite as advantageously situated as the White's.

VARIATION (*b*).

1.

W. The K. P. two squares.

B. The same.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. B. P. one square.
B. K. Kt. to B. third square.

4.

W. Q. P. two squares.
B. K. B. to its Q. Kt. third square.

5.

W. Q. P. takes K. P.
B. K. Kt. takes K. P.

6.

W. . . . . . .
B. The K. to his B. square.

7.

W. The Q. to her K. B. third square.
B. K. Kt. to its fourth square.

8.

W. Q. B. takes K. Kt.
B. The Q. takes the B.

9.

W. K. B. to adversary's Q. fourth square, checking with the Q.

B. The K. to his own square.

10.

W. The Q. to the adversary's K. B. second square, and checks.

B. The K. to his Q. square.

11.

W. K. B. P. two squares.

B. The Q. to her K. R. third square.

12.

W. K. Kt. to its B. third square. The situation of the White is considerably superior to that of his adversary.

OR (*c*).

5.

W. The K. P. one square.

B. K. Kt. to the adversary's K. fourth square. Or (*d*).

Black may likewise move *the Q. to her K. second square.* Vide Variation, or (*d*), move 5th.

6.

W. K. B. to the adversary's Q. fourth square*.

B. K. B. P. two squares.

7.

W. K. B. takes K. Kt.

B. K. B. P. takes K. B.

8.

W. Q. B. P. takes K. P. &c.

This Variation is ill played on both sides.

Or (*d*).

5.

W. . . . . . .

B. The Q. to her K. second square.

6.

W. Q. B. P. takes K. P.

B. K. B. to the adversary's Q. Kt. fourth square, and checks.

* Instead of this move, *White* should take K. B. P. giving check, and then check with the Q. on his K. B. third square, thus gaining the K. Kt.

7.

W. Q. Kt. to its Q. second square, interposing.

B. Q. B. P. two squares.

8.

W. K. Kt. to its K. second square.

B. K. Kt. to the adversary's K. fourth square.

9.

W. K. castles.

The game is nearly equal.

FOURTH GAME.

1.

W. The K. P. two squares.
B. The same.

2.

W. Q. B. P. one square. (*a*).
B. K. Kt. to B. third square.

3.

W. The Q. to her B. second square.
B. K. B. to Q. B. fourth square.

4.

W. K. B. P. two squares. (*b*).
B. K. B. takes K. Kt. (*c*).

5.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

6.

W. Q. P. one square.
B. K. Kt. to its R. fourth square.

7.

W. The Q. to her K. B. second square.
B. K. Kt. P. two squares. (*d*).

8.

W. K. B. to its K. second square.

B. K. Kt. to its second square. (*e*).

9.

W. K. Kt. P. one square.

B. The P. takes the P.

10.

W. The Q. takes the P.

B. K. R. P. one square.

11.

W. K. R. P. two squares.

B. K. B. P. one square. (*f*).

12.

W. K. P. one square.

B. K. Kt. to its B. fourth square.

13.

W. The Q. to her K. Kt. fourth square.

B. K. Kt. takes K. R. P.

14.

W. The Q. to the adversary's K. R. fourth square, and checks.

B. The K. to his B. square.

15.

W. Q. B. takes K. Kt. P.

B. K. B. P. takes the B.

16.

W. K. R. to its B. square, and checks.

B. The K. to his Kt. second square, or his own second square.

17.

W. The Q. to the adversary's K. B. seco square, and check-mates*.

VARIATION (*a*).

1.

W. The K. P. two squares.

B. The same.

2.

W. The K. B. to Q. B. fourth square.

B. K. Kt. to B. third square.

3.

W. Q. P. one square.

B. K. B. to Q. B. fourth square.

4.

W. K. Kt. to B. third square.

B. K. Kt. to adversary's K. Kt. fou square.

* The White's moves are remarkably skilful; but Black's defence is very feeble.

5.

7. The Q. to her K. second square.
. K. B. takes K. B. P. and checks.

6.

7. The K. to his Q. square.
. The K. B. to its Q. Kt. third square.

7.

7. K. R. to its B. square.
Q. Kt. to B. third square.

8.

7. K. R. P. one square.
K. Kt. to its B. third square*.

9.

7. Q. Kt. to B. third square.
Q. P. two squares.

10.

7. K. B. to the adversary's Q. Kt. fourth square.
Q. B. to its Q. second square.

11.

7. K. B. takes Q. Kt.
Q. Kt. P. takes K. B.

* Instead of this move, White should take K. B. P. h his K. B. giving check.

12.

W. K. Kt. takes K. P.

B. Q. P. takes K. P.

13.

W. K. Kt. to its fourth square.

Black must lose the game*.

VARIATION (*b*).

1.

W. The K. P. two squares.

B. The same.

2.

W. Q. B. P. one square.

B. K. Kt. to B. third square.

3.

W. The Q. to her B. second square.

B. K. B. to Q. B. fourth square.

4.

W. K. Kt. to its B. third square.

B. Q. P. one square.

5.

W. Q. P. two squares.

B. K. P. takes Q. P.

* This game is by no means played so skilfully as preceding.

6.

W. Q. B. P. takes K. P.

B. K. B. to the adversary's Q. Kt. fourth square, and checks.

7.

W. Q. Kt. to its B. third square.

B. Q. Kt. to B. third square.

8.

W. K. B. to adversary's Q. Kt. fourth square.

B. Q. B. to its Q. second square.

9.

W. K. R. to its B. square*.

There is no advantage on either side.

VARIATION (*c*).

1.

W. The K. P. two squares.

B. The same.

2.

W. Q. B. P. one square.

B. K. Kt. to B. third square.

3.

W. The Q. to her B. second square.

B. K. B. to Q. B. fourth square.

* Instead of this move, White may castle, and his game will then be very good.

4.

W. . . . . . .

B. K. Kt. to adversary's K. Kt. fourth square.

5.

W. K. Kt. to B. third square.

B. K. Kt. to adversary's K. B. second square.

6.

W. Q. P. two squares.

B. The Kt. takes the R.

7.

W. Q. P. takes the K. B.

B. K. P. takes K. B. P.

8.

W. Q. B. takes K. P. &c.

Black has no chance of saving the game, for his K. Kt. is lost, and beside, his situation is very bad.

VARIATION (*d*).

1.

W. The K. P. two squares.

B. The same.

2.

W. Q. B. P. one square.
B. K. Kt. to B. third square.

3.

W. The Q. to her B. second square.
B. K. B. to Q. B. fourth square.

4.

W. K. B. P. two squares.
B. K. B. takes K. Kt.

5.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

6.

W. Q. P. one square.
B. K. Kt. to its R. fourth square.

7.

W. . . . . .
B. The Q. to her K. B. third square.

8.

W. K. B. to its K. second square.
B. K. Kt. P. one square.

9.

W. K. B. takes K. Kt. &c.

Black has a very weak game.

VARIATION (*e*).

1.

W. The K. P. two squares.
B. The same.

2.

W. Q. B. P. one square.
B. K. Kt. to B. third square.

3.

W. The Q. to her B. second square.
B. K. B. to Q. B. fourth square.

4.

W. K. B. P. two squares.
B. K. B. takes K. Kt.

5.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

6.

W. Q. P. one square.
B. K. Kt. to its R. fourth square.

7.

W. The Q. to her K. B. second square.
B. K. Kt. P. two squares.

8.

W. . . . . . .
B. K. Kt. to its B. third square.

9.

W. K. Kt. P. one square.
B. K. P. takes K. Kt. P.

10.

W. K. R. P. takes K. P.
B. K. R. P. one square.

11.

W. K. R. to its B. square*.
B. *The K. moves to his Kt. second square.*

12.

W. K. P. one square, winning the Knight or the game.

VARIATION (*f*).

1.

W. The K. P. two squares.
B. The same.

2.

W. Q. B. P. one square.
B. K. Kt. to B. third square.

* The *leap* that the King takes, enables him to defend the Knight, but it is only for *one move.*

3.

W. The Q. to her B. second square.
B. K. B. to Q. B. fourth square.

4.

W. K. B. P. two squares.
B. K. B. takes K. Kt.

5.

W. K. R. takes K. B.
B. K. P. takes K. B. P.

6.

W. Q. P. one square.
B. K. Kt. to its R. fourth square.

7.

W. The Q. to her K. B. second square.
B. K. Kt. P. two squares.

8.

W. K. B. to its K. second square.
B. K. Kt. to its second square.

9.

W. K. Kt. P. one square.
B. The K. P. takes the K. Kt. P.

10.

W. The Q. takes the P.
B. K. R. P. one square.

11.

W. , ...
B. K. Kt. to its K. third square.

12.

W. K. R. P. takes K. Kt. P.
B. K. R. to its Kt. square.

13.

W. The Q. to her K. R. second square.
B. K. R. P. takes the P.

14.

W. K. B. to its Kt. fourth square.
B. The Q. to her K. second square.

15.

W. The Q. to adversary's K. R. second square.
B. K. R. to its Kt. second square.

16.

W. The Q. to adversary's K. R. third square.
B. K. R. to its Kt. third square.

17.

W. The Q. checks on the adversary's K. R. square.
B. The Q. to her K. B. square, interposing.

18.

W. The Q. takes the Q. and checks.

B. The K. Kt. takes the Q.

19.

W. K. B. to adversary's K. B. fourth square; and *White's* situation is preferable to the *Black's.*

FIFTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to B. third square.
B. The same.

3.

W. The K. Kt. takes K. P.
B. The same. (*a*).

4.

W. The Q. to her K. second square.
B. The same.

5.

W. The Q. takes the Kt.
B. Q. P. one square.

6.

W. Q. P. two squares.
B. K. B. P. one square.

7.

W. K. B. P. two squares.
B. Q. P. takes K. Kt.

8.

W. Q. P. takes the P.

B. Q. Kt. to its Q. second square. (*b*).

9.

W. Q. Kt. to its B. third square.

B. K. B. P. takes the P.

10.

W. Q. Kt. to the adversary's Q. fourth square.

B. Q. Kt. to its K. B. third square.

11.

W. The Q. to her B. fourth square.

B. Q. Kt. takes the Kt.

12.

W. The Q. takes the Kt.

B. The P. takes K. B. P. and checks with the Q.

13.

W. K. B. to its K. second square.

B. Q. B. to the adversary's K. Kt. fourth square.

14.

W. The Q. to her third square.

B. Q. R. to its Q. square.

15.

W. The Q. to her B. fourth square.

B. Q. B. P. one square.

16.

W. K. R. P. one square.

B. Q. Kt. P. two squares.

17.

W. The Q. takes Q. B. P. and checks.

B. Q. B. to its Q. second square.

18.

W. The Q. to her K. B. third square.

B. K. Kt. P. two squares*.

19.

W. The Q. to the adversary's K. R. fourth square, and checks.

B. The Q. interposes on her K. B. second square.

20.

W. The Q. takes K. Kt. P.

B. The Q. to her K. third square.

21.

W. The K. to his B. second square.

B. The K. B. to its K. second square.

* This is an exceedingly bad move.

22.

W. The Q. to the adversary's K. R. fourth square, and checks.

B. The K. to his B. square.

23.

W. Q. B. takes K. B. P.

B. The Q. to her K. B. third square.

24.

W. K. R. to its B. square.

B. K. B. to its Q. third square.

25.

W. K. Kt. P. one square*.

B. Q. B. to its third square.

26.

W. The K. to his Kt. square.

B. The K. to his Kt. square.

27.

W. Q. B. to the adversary's K. Kt. fourth square.

B. The Q. to the adversary's Q. fourth square, and checks.

* This is a *bad* move. White's 24th move was skilful, but this is very exceptionable.

28.

W. The K. to his R. second square.

B. The Q. to her fourth square.

29.

W. K. B. to its third square.

B. K. B. takes K. Kt. P. and checks.

30.

W. The K. takes the B.

B. The Q. to her K. fourth square, and checks.

31.

W. The K. to his Kt. second square.

B. Q. R. to its B. square.

32.

W. The Q. to her K. Kt. fourth square.

B. Q. B. takes K. B. and checks.

33.

W. K. R. takes Q. B.

B. The Q. to the adversary's K. second square, and checks.

34.

W. The K. to his Kt. third square.

B. The Q. to her K. square.

35.

W. Q. B. to the adversary's K. B. third square, giving check with the Q.

B. The Q. interposes on her K. Kt. third square.

36.

W. Q. R. to its K. Kt. square.

B. Q. R. to the adversary's Q. B. fourth square.

37.

W. The Q. takes the Q. and checks.

B. K. R. P. takes the Q.

38.

W. Q. B. takes K. R.

B. The K. takes the B.

39.

W. Q. B. P. one square.

Black loses the game*.

* White could win the game in a shorter and more skilful method, by moving *K. R. to its K. third square* on the 35th move.

VARIATION (*a*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to B. third square.
B. The same.

3.

W. . . . . . .
B. The Q. to her K. second square.

4.

W. Q. P. two squares.
B. Q. P. one square.

5.

W. K. Kt. to its B. third square.
B. The Q. takes K. P. and checks.

6.

W. K. B. to its King's second square, interposing.
B. Q. B. to its K. B. fourth square.

7.

W. Q. B. P. one square.

B. Q. Kt. to its Q. second square.

8.

W. The same.

B. The Q. to adversary's Q. B. second square*.

VARIATION (*b*).

1.

W. K. P. two squares.

B. The same.

2.

W. K. Kt. to B. third square.

B. The same.

3.

W. The Kt. takes K. P.

B. The same.

4.

W. The Q. to her K. second square.

B. The same.

5.

W. The Q. takes the Kt.

B. Q. P. one square.

* Neither party has any advantage, but the game is not well played: White should castle, instead of taking the Queen.

6.

W. Q. P. two squares.
B. K. B. P. one square.

7.

W. K. B. P. two squares.
B. Q. P. takes K. Kt.

8.

W. . . . . . .
B. K. B. P. takes K. P.

9.

W. K. B. P. takes the P. Or (*c*).
B. Q. Kt. to its Q. second square.

White may also *take the P. with the Q.* Vide Variation, or (*c*), move 9th.

10.

W. Q. B. to its K. B. fourth square.
B. K. Kt. P. two squares.

11.

W. Q. B. to its K. Kt. third square.
B. K. B. to its Kt. second square, and wins the Pawn*.

* The Black has a better game than his adversary's.

OR (*c*).

9.

W. The Q. takes the P.

B. The Q. takes the Q. and checks.

10.

W. The K. B. P. takes the Q.

B. Q. B. to its K. B. fourth square.

11.

W. K. B. to its Q. third square.

B. Q. B. takes K. B.

12.

W. Q. B. P. takes the B.

B. Q. Kt. to B. third square.

13.

W. Q. B. to its K. B. fourth square.

B. Q. R. to its Q. square.

14.

W. The K. to his Q. second square.

B. K. B. to the adversary's Q. Kt. fourth square, and checks.

15.

W. Q. Kt. to B. third square; and White has a good game.

SIXTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to B. third square.
B. Q. Kt. to B. third square.

3.

W. K. B. to Q. B. fourth square.
B. The same.

4.

W. Q. B. P. one square.
B. The Q. to K. second square.

5.

W. The Q. P. two squares.
B. K. P. takes Q. P.

6.

W. Q. B. P. takes K. P.
B. The Q. takes K. P. and checks.

7.

W. The K. to his Q. second square. (*a*).
B. K. B. to the adversary's Q. Kt. fourth square, and checks.

8.

W. Q. Kt. to B. third square, interposing.
B. The Q. to the adversary's K. B. fourth square, and checks.

9.

W. The K. to his Q. B. second square.
B. The Q. to adversary's K. Kt. fourth square.

10.

W. K. R. to its K. square, checking; and White has a good game*.

VARIATION (*a*).

1.

W. K. P. two squares.
B. The same.

* Instead of this move, White should take K. B. P. with his K. B. and check.

2.

W. K. Kt. to B. third square.
B. Q. Kt. to B. third square.

3.

W. K. B. to Q. B. fourth square.
B. The same.

4.

W. Q. B. P. one square.
B. The Q. to K. second square.

5.

W. The Q. P. two squares.
B. K. P. takes Q. P.

6.

W. Q. B. P. takes K. P.
B. The Q. takes K. P. and checks.

7.

W. The Q. B. to K. third square, interposing.
B. K. B. to the adversary's Q. Kt. fourth square, and checks.

8.

W. The K. to his B. square*.
B. Q. P. one square.

* It would be better to interpose Q. Kt. upon its B. third square.

9.

W. K. B. takes K. B. P. and checks*.

B. The K. to his B. square, &c.

* K. Kt. to adversary's K. Kt. fourth square, would be a much better move.

SEVENTH GAME.

The different methods of guarding the K. P. when he who has the Move, plays the K. Kt. to its B. third square, on the second Move.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to B. third square.
B. Q. P. one square.

3.

W. K. B. to Q. B. fourth square.
B. Q. B. P. one square. (*a*).

4.

W. Q. B. P. one square.
B. Q. P. one square.

5.

W. K. P. takes Q. P.
B. Q. B. P. takes K. P.

6.

W. K. B. to the adversary's Q. Kt. fourth square, giving check.

B. Q. B. interposes on its Q. second square.

7.

W. The Q. to her Kt. third square. (*b*).

B. Q. B. takes K. B.

8.

W. The Q. takes the B. and checks.

B. The Q. interposes on her second square.

9.

W. The Q. to her K. second square.

B. K. P. one square.

10.

W. K. Kt. to the adversary's K. fourth square.

B. The Q. to her B. second square.

11.

W. The Q. to the adversary's Q. Kt. fourth square, giving check.

B. The K. to his second square*.

* The Black, instead of moving his King, should move his Q. Kt. to his Q. second square, he would thus save his two Pawns.

12.

W. The Q. takes Q. P.

B. K. Kt. to its R. third square.

13.

W. The Q. takes K. P. &c.

VARIATION (*a*).

1.

W. K. P. two squares.

B. The same.

2.

W. K. Kt. to B. third square.

B. Q. P. one square.

3.

W. . . . . . .

B. Q. B. to its K. third square. Or (*c*).

Black may also move *the K. B. P. two squares.* Vide Variation, or (*c*), move 3rd.

4.

W. K. B. takes Q. B.

B. K. B. P. takes the K. B.

5.

W. Q. B. P. one square.
B. Q. Kt. to its B. third square.

6.

W. The Q. to her Kt. third square.
B. The Q. to her B. square.

7.

W. K. Kt. to the adversary's K. Kt. fou square.
B. Q. Kt. to its Q. square; and Black l a good game.

VARIATION (*b*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to B. third square.
B. Q. P. one square.

3.

W. K. B. to Q. B. fourth square.
B. Q. B. P. one square.

4.

W. Q. B. P. one square.
B. Q. P. one square.

5.

W. K. P. takes Q. P.

B. Q. B. P. takes K. P.

6.

W. K. B. to the adversary's Q. Kt. fourth square, giving check:

B. Q. B. interposes on its Q. second square.

7.

W. K. B. takes Q. B. and checks.

B. Q. Kt. takes the B.

8.

W. The Q. to her Kt. third square.

B. K. P. one square.

9.

W. K. Kt. to its Q. fourth square.

B. Q. Kt. to its Q. B. fourth square.

10.

W. The Q. to the adversary's Q. Kt. fourth square, and checks.

B. The Q. to her second square, interposes.

11.

W. The Q. takes the Q.

B. The K. takes the Q.; and Black has a rather better situation than the White.

OR (*c*).

3.

W. . . . . . .

B. K. B. P. two squares.

4.

W. K. B. takes K. Kt. Or (*d*).

B. K. R. takes K. B.

Black may also *take the K. P. with the K. B. P.* Vide Variation, or (*d*). move 4th.

5.

W. K. P. takes K. B. P.

B. Q. B. takes K. P.

6.

W. Q. B. P. one square.

B. The Q. to her B. square.

7.

W. K. Kt. to its R. fourth square.

B. Q. B. to the adversary's K. Kt. fourth square.

8.

W. The Q. to her Kt. third square*.

B. Q. B. to its K. third square.

* White's moves are very exceptionable.

OR (*d*).

4.

W. . . . . .

B. K. B. P. takes K. P.

5.

W. K. B. to the adversary's Q. fourth square.

B. The P. takes the Kt.

6.

W. The Q. takes the P.

B. The Q. to her K. second square.

7.

W. K. B. takes Q. Kt. P.; and will easily win the game.

EIGHTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. K. B. P. one square.

3.

W. K. B. to its Q. B. fourth square.
B. Q. B. P. one square. (*a*).

4.

W. K. Kt. takes K. P.
B. The Q. to her K. second square.

5.

W. K. Kt. to adversary's K. B. second square.
B. The Q. takes K. P. and checks.

6.

W. The Q. to her K. second square.
B. Q. takes Q. and checks.

7.

W. The K. takes Q.
B. Q. P. two squares.

8.

W. K. B. takes Q. P.

B. Q. B. P. takes K. B.

9.

W. K. Kt. takes K. R. &c.

The Black may easily capture this Kt. and his game will then be a little better than his adversary's.

VARIATION (*a*).

1.

W. K. P. two squares.

B. The same.

2.

W. K. Kt. to its B. third square.

B. K. B. P. one square.

3.

W. K. Kt. takes K. P.

B. The Q. to her K. second square.

4.

W. The Q. to the adversary's K. R. fourth square, and checks.

B. The K. Kt. P. one square.

5.

W. K. Kt. takes K. Kt. P.

B. The Q. takes K. P. and checks.

6.

W. K. B. to its K. second square.

B. The Q. takes K. Kt. and Black must win the game.

NINTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. The Q. to her K. second square.

3.

W. K. B. to its Q. B. fourth square.
B. Q. B. P. one square.

4.

W. K. R. to its B. square*.
B. Q. P. one square.

5.

W. The K. to his Kt. square.
B. Q. B. to the adversary's K. Kt. fourth square.

6.

W. Q. P. one square.
B. The Q. to her K. B. third square.

* Here again White should *castle*.

7.

W. Q. Kt. to its Q. second square.
B. K. B. to its K. second square.

8.

W. K. R. P. one square.
B. Q. B. to its K. R. fourth square.

9.

W. K. Kt. P. two squares.
B. Q. B. to its K. Kt. third square. (*a*).

10.

W. K. Kt. P. one square.
B. The Q. to the adversary's K. B. fourth square.

11.

W. Q. Kt. to its third square.

Black loses the Q. and the game.

VARIATION (*a*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. The Q. to her K. second square.

3.

W. K. B. to its Q. B. fourth square.
B. Q. B. P. one square.

4.

W. K. R. to its B. square.
B. Q. P. one square.

5.

W. The K. to his Kt. square.
B. Q. B. to the adversary's K. Kt. fourth square.

6.

W. Q. P. one square.
B. The Q. to her K. B. third square.

7.

W. Q. Kt. to its Q. second square.
B. K. B. to its K. second square.

8.

W. K. R. P. one square.
B. Q. B. to its K. R. fourth square.

9.

W. . . . . . .
B. Q. B. takes K. Kt. P.

10.

W. K. R. P. takes Q. B.
B. The Q. to the adversary's K. B. fourth square.

11.

W. K. Kt. to its R. second square.
B. K. Kt. to its R. third square. Or (*b*).

12.

W. Q. Kt. to the K. B. third square.
B. The Q. to her K. B. third square.

13.

W. K. Kt. P. one square.
B. The Q. to her K. Kt. third square.

14.

W. Q. Kt. to its K. R. fourth square.

Black loses the Q. and the game.

OR (*b*).

11.

W. . . . . . .
B. The Q. to her K. B. third square.

12.

W. Q. Kt. to its K. B. third square.
B. K. Kt. P. one square.

13.

W. Q. Kt. to the adversary's K. Kt. fourth square.

B. The Q. to her K. Kt. second square. Or (*c*).

14.

W. Q. Kt. takes K. B. P.

B. Q. P. one square.

15.

W. K. B. takes Q. P.

B. Q. B. P. takes the B.

16.

W. K. Kt. takes K. R.

B. The Q. takes K. Kt.

17.

W. K. P. takes the P.

Black must lose the game.

OR (*c*).

13.

W. . . . . . .

B. K. R. P. one square.

14.

W. K. B. takes K. B. P. and checks.

B. The K. to his Q. square.

15.

W. K. B. takes K. Kt.

B. The R. takes the B. &c.*

* If Black were to take Q. Kt. with K. R. P. instead of taking K. B. with K. R. his game would be much better.

TENTH GAME*.

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. K. B. to its Q. third square.

3.

W. K. B. to its Q. B. fourth square.
B. The Q. to her K. second square.

4.

W. Q. P. one square.
B. K. B. to its Q. B. fourth square.

5.

W. K. Kt. to the adversary's K. Kt. fourth square.
B. K. Kt. to its R. third square.

* This game is not well played. The Black's moves are in general highly exceptionable.

6.

W. The Q. to the adversary's K. R. fourth square.

B. Q. P. one square.

7.

W. K. B. P. two squares.

B. Q. B. to the adversary's K. Kt. fourth square.

8.

W. The Q. to her K. R. fourth square.

B. K. B. P. one square.

9.

W. K. B. P. takes K. P.

B. K. B. P. takes K. Kt. (*a*).

10.

W. Q. B. takes K. B. P.

B. The Q. takes K. B. P. (*b*).

11.

W. Q. Kt. to its B. third square.

B. Q. B. to its K. third square.

12.

W. Q. to the adversary's K. R. fourth square, and checks.

B. Q. B. interposes on its K. B. second square.

13.

W. K. B. takes Q. B. and checks.
B. K. Kt. takes K. B.

14.

W. K. R. P. two squares.
B. K. Kt. P. one square.

15.

W. The Q. to her K. Kt. fourth square.
B. K. Kt. takes Q. B.

16.

W. The Q. to the adversary's Q. B. square, and checks.
B. The K. to his second square.

17.

W. Q. takes Q. B. P. and checks.
B. The K. to his third square.

18.

W. K. R. P. takes K. Kt.
B. The Q. takes K. R. P.

19.

W. Q. Kt. to its K. second square.
B. The Q. takes K. Kt. P.

20.

W. The K. to his Q. second square.

B. K. R. to its B. square.

21.

W. Q. takes Q. Kt. P.

B. Q. Kt. to its Q. second square.

22.

W. The Q. to the adversary's Q. fourth square, and checks.

B. The K. to his second square.

23.

W. K. R. takes K. R. P. and checks.

B. K. R. to its B. second square, interposing.

24.

W. The Q. takes K. R. and checks.

B. The K. to his Q. square.

25.

W. The Q. takes the Q. Kt. and checkmates.

VARIATION (*a*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. K. B. to its Q. third square.

3.

W. K. B. to its Q. B. fourth square.
B. The Q. to her K. second square.

4.

W. Q. P. one square.
B. K. B. to its Q. B. fourth square.

5.

W. K. Kt. to the adversary's K. Kt. fourth square.
B. K. Kt. to its R. third square.

6.

W. The Q. to the adversary's K. R. fourth square.
B. Q. P. one square.

7.

W. K. B. P. two squares.
B. Q. B. to the adversary's K. Kt. fourth square.

8.

W. The Q. to her K. R. fourth square.
B. K. B. P. one square.

20.

W. The K. to his Q. second square.

B. K. R. to its B. square.

21.

W. Q. takes Q. Kt. P.

B. Q. Kt. to its Q. second square.

22.

W. The Q. to the adversary's Q. fourth square, and checks.

B. The K. to his second square.

23.

W. K. R. takes K. R. P. and checks.

B. K. R. to its B. second square, interposing.

24.

W. The Q. takes K. R. and checks.

B. The K. to his Q. square.

25.

W. The Q. takes the Q. Kt. and checkmates.

VARIATION (*a*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. K. B. to its Q. third square.

3.

W. K. B. to its Q. B. fourth square.
B. The Q. to her K. second square.

4.

W. Q. P. one square.
B. K. B. to its Q. B. fourth square.

5.

W. K. Kt. to the adversary's K. Kt. fourth square.
B. K. Kt. to its R. third square.

6.

W. The Q. to the adversary's K. R. fourth square.
B. Q. P. one square.

7.

W. K. B. P. two squares.
B. Q. B. to the adversary's K. Kt. fourth square.

8.

W. The Q. to her K. R. fourth square.
B. K. B. P. one square.

9.

W. K. R. P. one square.
B. K. B. P. takes K. Kt.

10.

W. K. B. P. takes K. B. P.
B. Q. B. to its Q. second square.

11.

W. Q. to the adversary's K. R. fourth square, and checks.
B. K. Kt. to its B. second square, interposing.

12.

W. K. B. P. one square.
B. Q. B. to its K. third square.

13.

W. K. B. P. takes K. Kt. and checks, &c.

There is no advantage on either side.

VARIATION (*b*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. Kt. to its B. third square.
B. K. B. to its Q. third square.

3.

W. K. B. to its Q. B. fourth square.
B. The Q. to her K. second square.

4.

W. Q. P. one square.
B. K. B. to its Q. B. fourth square.

5.

W. K. Kt. to the adversary's K. Kt. fourth square.
B. K. Kt. to its R. third square.

6.

W. The Q. to the adversary's K. R. fourth square.
B. Q. P. one square.

7.

W. K. B. P. two squares.
B. Q. B. to the adversary's K. Kt. fourth square.

8.

W. The Q. to her K. R. fourth square.
B. K. B. P. one square.

9.

W. K. B. P. takes K. P.
B. K. B. P. takes K. Kt.

10.

W. . . . . . .

B. The Q. to her K. B. square.

11.

W. K. R. to its B. square.

B. K. Kt. to its B. second square.

12.

W. K. B. takes K. Kt. and checks.

B. The K. to his Q. second square.

13.

W. K. B. to adversary's K. third square, and checks*.

B. Q. B. takes K. B

14.

W. K. R. takes the Q.

B. K. R. takes K. R.

15.

W. The Q. takes K. R. P.

White will easily win the game.

* White should take Q. B. with Q. and then check with K. B. on the adversary's Q. fourth square.

ELEVENTH GAME.

1.

W. K. P. two squares.
B. Q. P. two squares.

2.

W. K. P. takes Q. P.
B. The Q. takes K. P.

3.

W. Q. Kt. to its B. third square.
B. The Q. to her own square.

4.

W. K. B. to Q. B. fourth square.
B. K. Kt. to B. third square.

5.

W. K. Kt. to B. third square.
B. Q. B. to adversary's K. Kt. fourth square.

6.

W. K. B. takes K. B. P. and checks.
B. The K. takes the K. B.

7.

W. K. Kt. to adversary's K. fourth square, and checks.

B. K. to his own square, &c.*

* White will then take Q. B. and have a very good game.

TWELFTH GAME.

1.

W. Q. P. two squares.
B. The same.

2.

W. Q. B. to its K. B. fourth square.
B. The same.

3.

W. Q. B. P. two squares.
B. Q. P. takes it.

4.

W. Q. Kt. to its B. third square.
B. The same.

5.

W. K. P. two squares.
B. Q. B. to its K. Kt. third square.

6.

W. Q. P. one square.
B. Q. Kt. to its R. fourth square.

7.

W. The Q. to her R. fourth square, and checks.
B. Q. B. P. one square.

8.

W. Q. Kt. P. one square.
B. Q. P. takes Q. Kt. P.

9.

W. Q. R. P. takes Q. P.
B. K. P. one square. (*a*).

10.

W. Q. P. one square.
B. Q. Kt. P. two squares.

11.

W. Q. Kt. takes Q. Kt. P.
B. Q. B. P. takes the Kt.

12.

W. K. B. takes the Q. B. P. and checks.
B. Q. Kt. to its B. third square.

13.

W. K. B. takes the Q. Kt. and checks.
B. The Q. interposes on her second square.

14.

W. K. B. takes the Q. and checks.

Black loses the game.—All the moves that *Gustavus Selenus* directs the Black to play in this game, are highly exceptionable.

VARIATION (*a*).

1.

7. Q. P. two squares.
. The same.

2.

7. Q. B. to its K. B. fourth square.
. The same.

3.

7. Q. B. P. two squares.
. Q. P. takes it.

4.

7. Q. Kt. to its B. third square.
. The same.

5.

7. K. P. two squares.
. Q. B. to its K. Kt. third square.

6.

7. Q. P. one square.
. Q. Kt. to its R. fourth square.

7.

7. The Q. to her R. fourth square, and checks.
. Q. B. P. one square.

8.

7. Q. Kt. P. one square.
. Q. P. takes Q. Kt. P.

9.

W. . . . . . .

B. Q. Kt. P. one square.

10.

W. Q. P. takes Q. B. P. Or (*b*).

B. Q. Kt. takes the Q. P.

11.

W. The Q. takes the Kt. and checks.

B. The Q. interposes on her second square.

12.

W. The Q. takes Q. R. and checks.

B. The Q. interposes on her own square.

13.

W. K. B. to the adversary's Q. Kt. fourth square, giving check-mate.

OR (*b*).

10.

W. Q. Kt. P. one square.

B. Q. Kt. to its second square.

11.

W. Q. P. takes Q. B. P.

B. Q. Kt. to its Q. third square.

12.

W. K. P. one square.

B. Q. Kt. to the adversary's K. fourth square.

13.

W. Q. P. one square, and checks with the Q.

B. The Q. interposes on her second square.

14.

W. K. B. to the adversary's Q. Kt. fourth square, winning the Q. and the game.

RULES

To be observed by the second *Player, in the beginning of the Game; whenever his Adversary deviates from the regular methods of* opening *the Game.*

Suppose White to begin by moving,

1.

W. K. Kt. to its B. third square,

B. Q. P. two squares;

The Black must play this Pawn two squares, in order to prevent White from moving his K. P. two squares.

If White should begin with the Q. Kt.

1.

W. Q. Kt. to its B. third square,

B. Must also play Q. P. two squares.

This move prevents White from playing the K. P. two squares, and gaining a very good situation.

The Black might also move K. P. two squares; but it is better play to move the Q. P.

If White begin with the Q. B. P.

1.

W. Q. B. P. two squares,

B. Should move K. P. two squares.

2.

W. If K. P. two squares,

B. Should move K. B. to its Q. B. fourth square.

The Black has the better game; because he may move his Q. Kt. to the adversary's Q. fourth square; and also because his K. B. bears upon the adversary's weakest point:—but it should be observed, that *White* should play Q. Kt. to its B. third square, instead of K. P. two squares.

If with K. B. P.

1.

W. K. B. P. two squares.

B. Q. P. two squares.

2.

W. Q. P. two squares.

B. Q. B. to his K. B. fourth square.

The situation of the White is inferior to his adversary's; but instead of Q. P. two squares, he should move K. Kt. to its B. third square.

Suppose with the K. Kt. P.

1.

W. K. Kt. P. two squares.

B. K. P. two squares.

Black may also play Q. P. two squares. The White's move is remarkably bad.

Suppose with the Q. Kt. P.

1.

W. Q. Kt. P. two squares.

B. Q. P. two squares, or K. P. two squares.

This *début* is as bad for the *White* as the preceding.

Suppose with the Q. R. P.

1.

W. Q. R. P. two squares.

B. K. P. two squares; which prevents the White's moving Q. R. to its third square.

Lastly, If with the K. R. P.

1.

W. K. R. P. two squares.

B. Q. P. two squares: thus frustrating White's design of moving K. R. to its third square.

GAMES

IN WHICH ODDS ARE GIVEN.

FIRST GAME.

The Black gives the White the first t
Moves.

1.

W. K. P. two squares.
Q. P. two squares.
B. Q. B. P. one square.

2.

W. Q. B. P. two squares.
B. Q. P. two squares.

3.

W. K. P. takes Q. P. (*a*).
B. Q. B. P. takes K. P.

4.

W. Q. B. P. takes Q. B. P.
B. The Q. takes Q. B. P.

5.

W. Q. Kt. to its B. third square.

B. The Q. to her own square.

6.

W. Q. B. to its K. B. fourth square.

B. K. P. one square. (*b*).

7.

W. Q. Kt. to the adversary's Q. Kt. fourth square.

B. Q. Kt. to its R. third square.

8.

W. The Q. to her R. fourth square.

B. Q. B. to its Q. second square.

9.

W. K. Kt. to its B. third square.

B. K. B. to its K. second square, &c*.

* Gustavus Selenus says, that the Black has a good situation; but I am of opinion that, it is *not* superior to the White's.

VARIATION (*a*).

1.

W. K. P. two squares.
Q. P. two squares.
B. Q. B. P. one square.

2.

W. Q. B. P. two squares.
B. Q. P. two squares.

3.

W. K. P. one square.
B. Q. P. takes Q. B. P.

4.

W. K. B. takes Q. P.
B. K. P. one square, &c.

White has a much better game than his adversary.

VARIATION (*b*).

1.

W. K. P. two squares.
Q. P. two squares.
B. Q. B. P. one square.

2.

W. Q. B. P. two squares.

B. Q. P. two squares.

3.

W. K. P. takes Q. P.

B. Q. B. P. takes K. P.

4.

W. Q. B. P. takes Q. B. P.

B. The Q. takes Q. B. P.

5.

W. Q. Kt. to its B. third square.

B. The Q. to her own square.

6.

W. . . . . . .

B. K. Kt. to its B. third square.

7.

W. Q. Kt. to the adversary's Q. Kt. fourth square.

B. K. Kt. to its Q. fourth square.

8.

W. Q. B. to its K. third square.

B. The Q. to her R. fourth square, and checks.

9.

W. Q. B. to its Q. second square, interposing.

B. The Q. to her Kt. third square.

10.

W. Q. R. P. two squares.

B. Q. Kt. to its B. third square.

11.

W. K. B. to its Q. B. fourth square.

B. K. P. one square.

12.

W. The Q. to her K. second square.

B. K. B. to its K. second square.

13.

W. Q. B. to its third square.

B. K. R. to its B. square, and the K. to his Kt. square; which move is exactly *our* method of *castling*.

Black has a good game.

SECOND GAME.

The Black gives two Moves, and receives the K. B. P.

1.

W. Q. P. two squares.
Q. B. to its K. B. fourth square.
B. Q. P. two squares.

2.

W. Q. B. P. two squares.
B. Q. P. takes Q. B. P.

3.

W. K. P. one square.
B. Q. Kt. P. two squares.

4.

W. Q. R. P. two squares.
B. Q. B. P. one square.

5.

W. Q. R. P. takes Q. Kt. P.
B. Q. B. P. takes Q. R. P.

6.

W. Q. Kt. P. one square.

B. Q. P. takes Q. Kt. P.

7.

W. K. B. takes Q. Kt. P. and checks.

B. Q. B. interposes on its Q. second square.

8.

W. The Q. takes the P. on her Kt. third square; and White has a better game than the Black; but Gustavus Selenus directs the White's moves very unskilfully; for on the 6th move, *White* should play his Queen to her K. B. third square, thus gaining *Q. Kt.* or *Q. B.*

THIRD GAME.

SAME ODDS.

1.

W. K. P. two squares, and
K. Kt. to its B. third square.
B. K. P. two squares.

2.

W. K. B. to its Q. B. fourth square.
B. The same.

3.

W. Q. B. P. one square.
B. Q Kt. to its B. third square.

4.

W. Q. P. two squares.
B. K. P. takes Q. P.

5.

W. Q. B. P. takes K. P.
B. K. B. to the adversary's Q. Kt. fourth square, and checks.

6.

W. Q. Kt. to its B. third square.

B. K. Kt. to its B. third square.

7.

W. K. P. one square.

B. K. Kt. to the adversary's K. fourth square.

8.

W. The Q. to her Kt. third square, and White's situation is at the least as good as his adversary's,

FOURTH GAME.

SAME ODDS.

1.

W. K. P. two squares.
Q. P. two squares.
B. K. P. two squares.

2.

W. Q. P. takes K. P.
B. The Q. to the adversary's K. R. fourth square, and checks.

3.

W. The K. to his Q. second square.
B. The Q. takes K. P.

4.

W. K. Kt. to its B. third square.
B. K. B. to its Q. B. fourth square.

5.

W. The Q. to her K. second square, &c.
White has a bad game.

FIFTH GAME.

The Black gives the Move in exchange the K. B. P.

1.

W. Q. B. P. one square,
B. K. P. two squares.

2.

W. Q. P. two squares.
B. K. P. one square.

3.

W. Q. B. to its K. B. fourth square.
B. Q. P. two squares.

4.

W. K. P. one square.
B. Q. B. P. two squares.

5.

W. Q. B. takes Q. Kt.
B. Q. R. takes Q. B.

6.

W. The Q. to her R. fourth square, and checks.

B. Q. B. to its Q. second square.

7.

W. The Q. takes Q. R. P.

B. Q. B. P. one square.

8.

W. Q. Kt. P. two squares.

B. K. Kt. to its K. second square.

9.

W. The Q. to her R. third square.

B. K. Kt. to its B. fourth square.

10.

W. The Q. to her B. square.

B. The Q. to the adversary's K. R. fourth square, and checks.

11.

W. The K. to his Q. second square.

B. The Q. to the adversary's K. B. second square, and checks.

12.

W. K. Kt. interposes on its K. second square, &c.

Black has a very strong game.—The moves of the White are very exceptionable.

SIXTH GAME.

SAME ODDS.

1.

W. K. P. one square.

B. K. P. two squares.

2.

W. Q. P. two squares.

B. K. P. takes Q. P.

3.

W. K. P. takes Q. P.

B. Q. to the adversary's K. R. fourth square, and checks.

4.

W. K. Kt. P. one square.

B. Q. to the adversary's K. fourth square, and checks.

5.

W. The Q. to her K. second square.

B. Q. takes the Q. and Black has the better game.

SEVENTH GAME.

The Black gives the Q. Kt. and receives the K. B. P. and the Move.

1.

B. K. P. two squares.
W. Q. P. one square.

2.

B. K. B. P. two squares.
W. K. P. two squares.

3.

B. K. B. P. takes K. P.
W. The Q. to the adversary's K. R. fourth square, and checks.

4.

B. K. Kt. P. one square.
W. Q. takes K. P. and checks.

5.

B. The Q. to her K. second square.
W. The Q. takes K. R.

6.

B. K. B. P. takes Q. P. and checks with the Q.

W. The K. to his Q. square.

7.

B. K. B. P. takes Q. B. P. and checks.

W. The K. takes the K. B. P.

8.

B. The Q. to the adversary's K. fourth square, and checks.

W. K. B. to its Q. third square.

9.

B. The Q. takes K. Kt. P. and checks.

W. K. Kt. to its K. second square.

10.

B. Q. takes K. R.

W. Q. takes K. Kt.

11.

B. The Q. takes K. R. P.

W. K. B. takes K. Kt. P. and checks.

12.

B. K. R. P. takes K. B.

W. The Q. takes K. R. P. giving check.

13.

B. The K. to his Q. square.

W. Q. B. to the adversary's K. Kt. fourth square, and checks.

14.

B. K. B. to its K. second square.

W. The Q. to the adversary's K. Kt. square, and check-mates.

EIGHTH GAME.

Same Odds.

1.

B. K. P. two squares.
W. K. P. one square.

2.

B. Q. P. two squares.
W. Q. P. two squares.

3.

B. K. P. one square.
W. Q. B. P. two squares.

4.

B. Q. B. P. one square.
W. Q. B. P. takes Q. P.

5.

B. Q. B. P. takes Q. B. P.
W. Q. Kt. to its B. third square.

6.

B. K. B. to its Q. third square. (*a*).
W. Q. Kt. takes Q. B. P.

7.

B. Q. to the adversary's K. R. fourth square, and checks.

W. The K. to his Q. second square.

8.

B. K. B. takes K. R. P.

W. Q. Kt. to the adversary's Q. B. second square, and checks.

9.

B. Loses the Q. R. and the game.

VARIATION (*a*).

1.

B. K. P. two squares.

W. K. P. one square.

2.

B. Q. P. two squares.

W. Q. P. two squares.

3.

B. K. P. one square.

W. Q. B. P. two squares.

4.

B. Q. B. P. one square.

W. Q. B. P. takes Q. P.

5.

B. Q. B. P. takes Q. B. P.

W. Q. Kt. to its B. third square.

6.

B. K. Kt. to its B. third square.

W. K. B. to the adversary's Q. Kt. fourth square, and checks.

7.

B. The K. to his second square*.

W. Q. Kt. P. one square.

8.

B. The Q. to her R. fourth square.

W. Q. B. to its Q. second square, &c.

White has a very good game.

* If Black should interpose the Q. B., White should move his Q. to her R. fourth square.

GAMBITS.

FIRST GAME

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. P. two squares.

B. K. P. takes K. B. P.

3.

W. K. Kt. to B. third square.

B. The same.

4.

W. K. P. one square.

B. Q. to K. second square.

5.

W. Q. to K. second square*.

B. The K. Kt. to its Q. fourth square.

* K. B. to K. second square, would be a much better move, as it would enable White to castle, or to move his Rook to its Bishop's square.

6.

W. Q. B. P. two squares.

B. K. Kt. to its Q. Kt. third square, (or to adversary's Q. Kt. fourth square).

7.

W. Q. P. two squares.

B. K. Kt. P. two squares.

8.

W. K. R. P. one square.

B. Q. P. one square.

9.

W. Q. Kt. to B. third square.

B. K. Kt. P. one square.

10.

W. K. R. P. takes K. Kt. P.

B. Q. B. takes K. R. P.

11.

W. The Q. to her K. fourth square.

B. K. B. P. two squares*.

12.

W. The Q. takes the P. on her K. B. fourth square.

B. Q. B. takes K. Kt.

* This would be a bad move, agreeably to our rules, as White might take that Pawn *en passant*.

13.

7. K. Kt. P. takes Q. B.
. Q. P. takes K. P.

14.

7. The Q. takes K. B. P.
. Q. P. takes Q. P. and checks with the Q.

15.

7. Q. Kt. to K. second square, interposing.
. Q. P. one square, (on the adversary's Q. third square).

16.

7. The Q. to the adversary's K. R. fourth square, and checks.
. The K. to his Q. second square.

17.

7. K. B. to its R. third square, and checks.
. The K. to his Q. B. third square.

18.

7. The Q. to the adversary's Q. Kt. fourth square, and checks.
. The K. to his Q. third square.

19.

W. Q. B. to its K. B. fourth square, and checks.

B. The Q. interposes on her K. fourth square.

20.

W. The Q. takes the Q. and checks.

B. The K. to his Q. B. third square.

21.

W. The Q. to the adversary's Q. Kt. fourth square, and check-mates.

SECOND GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. Kt. to B. third square.
B. The same.

4.

W. K. P. one square.
B. The Q. to her K. second square.

5.

W. The Q. to her K. second square.
B. K. Kt. to its R. fourth square.

6.

W. Q. Kt. to B. third square.
B. Q. B. P. one square.

7.

W. Q. Kt. to its K. fourth square.
B. Q. P. two squares.

8.

W. The Q. Kt. to adversary's Q. third square, giving check.

B. The K. to his Q. second square.

9.

W. Q. Kt. takes Q. B.

B. The K. takes the Q. Kt.

10.

W. The Q. P. two squares.

B. K. Kt. P. two squares, &c.

Both players are nearly equal in position. This game is ill played.

THIRD GAME.

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. Kt. to B. third square.
B. The same*.

4.

W. K. P. one square.
B. K. Kt. to its R. fourth square.

5.

W. Q. P. two squares.
B. K. Kt. P. two squares.

6.

W. K. Kt. to its Q. second square.
B. K. Kt. to its second square.

* This is a highly exceptionable defence.

7.

W. K. Kt. to its K. fourth square.
B. K. B. to its K. second square.

8.

W. K. R. P. two squares.
B. K. Kt. to its K. third square.

9.

W. Q. P. one square.
B. K. Kt. to its Q. B. fourth square.

10.

W. K. Kt. takes K. Kt.
B. K. B. takes K. Kt.

11.

W. The Q. to adversary's K. R. fourth square.
B. K. B. to adversary's Q. fourth square.

12.

W. K. R. P. takes K. Kt. P.
B. K. B. takes K. P.

13.

W. K. R. P. one move, (on adversary's K. Kt. third square).
B. The Q. to her K. second square.

14.

W. K. R. P. takes K. B. P. and checks.

B. K. to his B. square.

15.

W. K. B. to its K. second square; and White has a good situation.

FOURTH GAME.

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. Kt. to B. third square.
B. The same.

4.

W. K. P. one square.
B. The Q. to her K. second square.

5.

W. The Q. to her K. second square.
B. K. Kt. to its Q. fourth square.

6.

W. Q. B. P. two squares.
B. K. Kt. to its Q. Kt. third square.

7.

W. Q. P. two squares.
B. K. Kt. P. two squares.

8.

W. K. R. P. one square.
B. Q. P. one square.

9.

W. Q. Kt. to B. third square.
B. K. Kt. P. one square.

10.

W. K. R. P. takes K. Kt. P.
B. Q. B. takes K. R. P.

11.

W. The Q. to her K. fourth square.
B. Q. B. takes K. Kt.

12.

W. K. Kt. P. takes Q. B.
B. Q. P. takes K. P.

13.

W. Q. Kt. to adversary's Q. fourth square.
B. The Q. to her third square*.

* Black should take this Knight with his K. Kt. instead of moving his Q.

14.

W. Q. P. takes Q. P. on the adversary's K. fourth square.

B. The Q. to her own square.

15.

W. Q. Kt. to the adversary's K. B. third square, and checks.

B. The K. to his second square; and Black must lose the game.

FIFTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. Q. P. two squares*.
B. K. Kt. to K. second square†.

4.

W. K. Kt. to B. third square‡.
B. K. Kt. to its third square.

5.

W. K. B. to Q. B. fourth square.
B. Q. P. one square.

* K. Kt. to B. third square, would be a better move.

† Instead of this move, Black should move his Q. to adversary's K. R. fourth square, giving check.

‡ Q. B. should take the Gambit's Pawn.

6.

W. K. R. to its B. square.

B. K. Kt. to adversary's K. R. fourth square.

7.

W. Q. B. P. one square.

B. Q. B. to adversary's K. Kt. fourth square.

8.

W. The K. to his Q. B. second square*.

B. K. Kt. takes K. Kt. P.

9.

W. K. R. to its Kt. square.

B. Q. B. to adversary's K. R. third square.

10.

W. The Q. to her K. second square.

B. K. Kt. to the adversary's K. third square, and checks.

* This move could not be played agreeably to our present rules.

11.

W. Q. B. takes K. Kt.

B. K. P. takes Q. B.

12.

W. The Q. takes the P. and White has a strong position; but the game is not well played.

SIXTH GAME.

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. Q. P. two squares.
B. K. Kt. to K. second square.

4.

W. K. Kt. to B. third square.
B. K. Kt. to its third square.

5.

W. K. B. to its Q. B. fourth square.
B. Q. P. one square.

6.

W. K. R. to its B. square.
B. K. Kt. to adversary's K. R. fourth square.

7.

W. Q. B. P. one square.

B. Q. B. to adversary's K. Kt. fourth square.

8.

W. *The K. to his Q. B. second square.*

B. K. Kt. takes K. Kt. P.

9.

W. K. R. to its Kt. square.

B. Q. B. takes K. Kt.

10.

W. The Q. takes the Q. B.

B. K. Kt. to adversary's K. R. fourth square.

11.

W. The Q. takes the Gambit's Pawn on its K. B. fourth square.

B. The Q. to her K. second square.

12.

W. K. R. to its B. square.

B. K. Kt. to its third square.

13.

W. K. B. takes K. B. P. and checks.

B. The K. to his Q. square.

14.

W. The Q. to adversary's K. B. fourth square.

B. Q. Kt. to its Q. second square.

15.

W. Q. B. to adversary's K. Kt. fourth square.

B. Q. Kt. to its K. B. third square.

16.

W. K. P. one square.

B. The Q. takes K. B. (*a*).

17.

W. K. P. takes Q. Kt.

B. The K. to his own square.

18.

W. K. R. to its K. square, and checks.

B. K. Kt. to its K. second square, interposing.

19.

W. The Q. to the adversary's Q. Kt. fourth square, and checks.

B. Q. B. P. one square.

20.

W. Q. takes Q. Kt. Pawn; and White has a very good game.

VARIATION (*a*).

1.

W. The K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. Q. P. two squares.
B. K. Kt. to K. second square.

4.

W. K. Kt. to B. third square.
B. K. Kt. to its third square.

5.

W. K. B. to its Q. B. fourth square.
B. Q. P. one square.

6.

W. K. R. to its B. square.
B. K. Kt. to adversary's K. R. fourth square.

7.

W. Q. B. P. one square.
B. Q. B. to adversary's K. Kt. fourth square.

8.

W. *The K. to his Q. B. second square.*
B. K. Kt. takes K. Kt. P.

9.

W. K. R. to its Kt. square.

B. Q. B. takes K. Kt.

10.

W. The Q. takes the Q. B.

B. K. Kt. to adversary's K. R. fourth square.

11.

W. The Q. takes the Gambit's Pawn on its K. B. fourth square.

B. The Q. to her K. second square.

12.

W. K. R. to its B. square.

B. K. Kt. to its third square.

13.

W. K. B. takes K. B. P. and checks.

B. The K. to his Q. square.

14.

W. The Q. to adversary's K. B. fourth square.

B. Q. Kt. to its Q. second square.

15.

W. Q. B. to adversary's K. Kt. fourth square.

B. Q. Kt. to its K. B. third square.

16.

W. . . . . . .

B. Q. P. takes K. P.

17.

W. Q. P. takes Q. P.

B. The Q. takes Q. P.

18.

W. K. B. takes K. Kt.

B. The Q. to the adversary's K. second square, and checks.

19.

W. Q. Kt. to Q. second square.

B. K. R. P. takes K. B.

20.

W. Q. B. takes Q. Kt. and checks.

B. K. B. to its K. second square.

21.

W. The Q. to adversary's Q. fourth square, and checks.

B. The K. to his Q. B. square.

22.

W. Q. B. to adversary's K. fourth square*.

B. K. R. to its Q. square.

23.

W. The Q. to adversary's K. third square, and checks.

B. K. R. interposes on its Q. second square.

* Q. R. to K. square, would be a much better move.

24.

W. Q. R. to its Q. square.

B. K. B. to its third square.

25.

W. K. R. to its K. square.

B. The Q. to adversary's Q. third square, and checks.

26.

W. The K. to his Q. B. square.

B. The K. to his Q. Kt. square.

27.

W. Q. Kt. to its K. fourth square.

B. K. R. to its K. second square.

28.

W. The Q. to adversary's K. Kt. square, and checks.

Black loses the game.

SEVENTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. B. to Q. B. fourth square*.
B. K. Kt. to B. third square. (*a*).

4.

W. The Q. to her K. B. third square.
B. K. B. to Q. B. fourth square.

5.

W. Q. B. P. one square.
B. K. B. takes K. Kt.

6.

W. K. R. takes the K. B.
B. K. Kt. P. two squares.

* This is an exceptionable move. K. B. P. two squares, would be better.

7.

W. K. P. one square.

B. K. Kt. to its own square.

8.

W. Q. P. two squares.

B. The Q. to her K. second square.

9.

W. K. Kt. P. one square.

B. K. P. takes K. Kt. P.

10.

W. The K. R. takes the K. P.

B. K. R. P. one square.

11.

W. K. R. P. two squares. (*b*).

B. K. B. P. one square.

12.

W. The Q. to the adversary's K. R. fourth square, and checks.

B. The K. to his Q. square.

13.

W. K. B. takes K. Kt.

B. The K. R. takes K. B.

14.

W. The Q. takes K. R. P.

B. Q. P. one square.

15.

W. The Q. takes K. B. P.

B. Q. takes Q.

16.

W. K. P. takes the Q.

B. K. R. to its K. square, giving check.

17.

W. The K. to his B. second square.

B. K. Kt. P. takes K. R. P.

18.

W. The K. R. to adversary's K. Kt. second square.

B. Q. B. to its K. third square.

19.

W. Q. B. to the adversary's K. Kt. fourth square.

B. The K. R. to its K. B. square.

20.

W. Q. Kt. to Q. second square.

B. The same.

21.

W. Q. R. to its K. square.

B. Q. B. to its K. B. second square.

22.

W. Q. R. to the adversary's K. second square.

B. Q. B. to its K. square.

23.

W. The K. P. one square (on the adversary's K. B. second square).

B. Q. Kt. to its third square.

24.

W. The K. P. takes the B., becomes a Q., and checks.

B. The K. R. takes the Q.

25.

W. Q. R. to adversary's K. third square, checking with the Q. B.

B. The K. to his Q. B. square.

26.

W. Q. R. takes K. R. and check-mates.

Black may protract his defeat by playing his K. R. to its K. second square, instead of moving his K. (move 25th).

VARIATION (*a*).

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. P. two squares.

B. K. P. takes K. B. P.

3.

W. . . . . . .

B. The Q. to the adversary's K. R. fourth square, and checks. Or (*c*).

4.

W. The K. to his B. square.

B. Q. P. one square. Or (*d*), or (*e*).

5.

W. K. Kt. to its B. third square.

B. The Q. to adversary's K. Kt. fourth square.

6.

W. The K. to his B. second square.

B. K. Kt. to its B. third square.

7.

W. K. R. to its K. square, &c.*

* The White's moves in this Variation are entirely defensive.

VARIATION (*b*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. B. to Q. B. fourth square.
B. K. Kt. to B. third square.

4.

W. The Q. to her K. B. third square.
B. K. B. to Q. B. fourth square.

5.

W. Q. B. P. one square.
B. K. B. takes K. Kt.

6.

W. K. R. takes the K. B.
B. K. Kt. P. two squares.

7.

W. K. P. one square.
B. K. Kt. to its own square.

8.

W. Q. P. two squares.
B. The Q. to her K. second square.

9.

W. K. Kt. P. one square.
B. K. P. takes K. Kt. P.

10.

W. The R. takes the K. P.
B. K. R. P. one square.

11.

W. The Q. to adversary's K. R. fourth square.
B. K. Kt. to B. third square.

12.

W. The Q. takes K. B. P. and checks.
B. Q. takes Q.

13.

W. K. B. takes the Q. giving check.
B. The K. takes the B.

14.

W. K. R. to its B. third square.

Black must lose the game.

VARIATION (*c*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. . . . . . .
B. Q. B. P. one square. Or (*f*).

4.

W. Q. P. two squares.
B. The same.

5.

W. K. P. takes Q. P.
B. Q. B. P. takes K. P.

6.

W. K. B. to the adversary's Q. Kt. fourth square, and checks.
B. Q. Kt. to its B. third square.

7.

W. Q. B. takes K. P. on its K. B. fourth square.

B. The Q. to her R. fourth square, giving check.

8.

W. Q. Kt. to its B. third square.

B. K. B. to the adversary's Q. Kt. fourth square.

9.

W. K. B. takes Q. Kt. and checks.

B. Q. Kt. P. takes K. B. and Black has a good situation.

VARIATION (*d*).

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. P. two squares.

B. K. P. takes K. B. P.

3.

W. K. B. to Q. B. fourth square.

B. Q. to adversary's K. R. fourth square, and checks.

4.

W. The K. to his B. square.

B. K. Kt. P. two squares. Or (*g*).

5.

W. K. Kt. to its B. third square.

B. The Q. to her K. R. fourth square.

6.

W. Q. P. two squares.

B. K. Kt. to its B. third square.

7.

W. The Q. to her K. second square.

B. Q. Kt. to its B. third square.

8.

W. K. P. one square.

B. K. Kt. to the adversary's K. Kt. fourth square.

9.

W. Q. Kt. to B. third square.

B. K. B. to its K. second square.

10.

W. Q. Kt. to the adversary's Q. Kt. fourth square.

B. K. B. to its Q. square.

11.

W. Q. P. one square.

B. Q. Kt. to its R. third square.

12.

W. The K. to his Kt. square.

B. The Q. to her K. R. third square.

13.

W. K. R. P. one square.

B. K. Kt. to the adversary's K. third square.

14.

W. Q. B. takes K. Kt.

B. K. P. takes Q. B.

15.

W. K. B. to Q. third square; and White has a better game than his antagonist.

VARIATION (*e*).

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. P. two squares.

B. K. P. takes K. B. P.

3.

W. K. B. to Q. B. fourth square.

B. Q. to adversary's K. R. fourth square, and checks.

4.

W. K. to his B. square.
B. The K. B. to its Q. B. fourth square.

5.

W. Q. P. two squares.
B. K. B. to its Q. Kt. third square.

6.

W. K. Kt. to its B. third square.
B. The Q. to her K. B. third square.

7.

W. K. P. one square.
B. The Q. to her K. B. fourth square.

8.

W. K. B. to its Q. third square.
B. The Q. to adversary's K. Kt. fourth square.

9.

W. K. R. P. one square.
B. The Q. to adversary's K. Kt. third square.

10.

W. Q. Kt. to its B. third square.
B. K. B. takes Q. P.

11.

W. Q. Kt. to its K. fourth square.

B. The Q. to her K. Kt. third square.

12.

W. Q. Kt. to adversary's Q. third square, giving check, and winning the Queen, &c.

VARIATION (*f*).

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. P. two squares.

B. K. P. takes K. B. P.

3.

W. K. B. to Q. B. fourth square.

B. Q. to adversary's K. R. fourth square, and checks.

4.

W. K. to his B. square.

B. K. Kt. to its B. third square,

5.

W. The same.

B. The Q. to her K. R. fourth square.

6.

W. The Q. to her K. second square.
B. K. Kt. P. two squares.

7.

W. Q. P. two squares.
B. Q. P. one square.

8.

W. K. P. one square.
B. Q. P. takes K. P.

9.

W. The Q. takes Q. P. and checks.
B. K. B. to its K. second square.

10.

W. The Q. takes Q. B. P. or, the K. Kt. P.

Black has a bad game.

VARIATION (*g*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. B. to its Q. B. fourth square.
. K. B. P. two squares.

4.

7. K. P. takes K. B. P.
. The Q. (to the adversary's K. R. fourth square, and checks).

5.

7. The K. to his B. square.
. K. P. one square, (on the adversary's K. B. third square).

6.

7. K. B. to the adversary's Q. fourth square.
K. P. takes K. Kt. P. and checks.

7.

7. K. B. takes the K. P.
The Q. to the adversary's K. B. fourth square, and checks.

8.

7. The Q. to her K. B. third square.
The Q. takes the Q.

9.

7. K. B. takes the Q.
Q. P. one square.

10.

W. Q. P. one square.

B. K. Kt. to its R. third square*,

11.

W. Q. B. takes K. Kt.

B. K. Kt. P. takes Q. B.

12.

W. Q. Kt. to its B. third square.

B. Q. B. P. one square.

13.

W. Q. R. to its K. square, giving check.

B. The K. to his Q. square.

14.

W. K. P. one square, (on the adversary's K. B. third square).

B. Q. Kt. to its Q. second square.

15.

W. K. P. another square.

B. Q. Kt. to its K. fourth square.

16.

W. K. B. to the adversary's K. R. fourth square.

B. Q. B. to its K. third square.

* This move is particularly exceptionable. It would be much better to play K. Kt. to its K. second square; or Q. B. P. one square.

17.

W. Q. P. one square.
B. Q. B. takes K. P. on its K. B. second square.

18.

W. Q. P. takes Q. Kt.
B. Q. B. takes K. B.

19.

W. Q. P. takes Q. P.
B. K. B. takes Q. P.

20.

W. Q. Kt. to its K. fourth square.
B. K. R. to its B. square, giving check.

21.

W. Q. Kt. to its K. B. second square.
B. K. B. to its Q. B. fourth square.

22.

W. K. Kt. to its R. third square.
B. Q. B. to the adversary's K. Kt. fourth square, and Black will win the game.

EIGHTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square*.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. K. B. to the adversary's Q. Kt. fourth square.

5.

W. K. B. to its Q. third square.
B. The Q. to her K. second square.

* White would play at least equally well, by taking K. P. with K. B. P. and afterwards moving K. Kt. to its B. third square.

6.

W. The same.
B. Q. Kt. to its B. third square.

7.

W. K. Kt. to its B. third square. (*a*).
B. K. Kt. P. two squares.

8.

W. Q. P. one square.
B. Q. Kt. to its K. fourth square.

9.

W. K. Kt. takes K. Kt. P.
B. K. Kt. takes Q. P.

10.

W. K. P. takes K. Kt.
B. The Q. takes K. Kt.

11.

W. K. Kt. P. one square.
B. The K. to his Q. square*.

12.

W. Q. B. takes the Gambit's Pawn.
B. The Kt. takes K. B. and checks.

* This move evinces considerable skill; for the ck's position is uncommonly critical.

13.

W. The Q. takes the Kt.

B. K. R. to its K. square, giving check.

14.

W. The K. to his Q. second square.

B. The Q. to her K. Kt. third square.

15.

W. Q. R. to its K. square.

B. The Q. takes the Q.

16.

W. The K. takes the Q.

B. K. B. to its K. second square.

17.

W. The Q. R. takes the K. B.

B. The K. R. takes the Q. R.

18.

W. Q. B. to the adversary's K. Kt. fourth square.

B. The K. to his square.

19.

W. The Q. B. takes the K. R.

B. The K. takes the Q. B.

20.

W. The R. to its K. square, giving check.
B. The K. to his Q. square.

21.

W. Q. Kt. to its K. fourth square.
B. Q. B. P. one square.

22.

W. Q. P. one square.
B. The K. to his square.

23.

W. The Kt. to the adversary's K. B. third square, giving check, and also checking with the R.
B. The K. to his B. square.

24.

W. The R. to the adversary's K. square, and checks.
B. The K. to his Kt. second square.

25.

W. The Kt. to the adversary's K. R. fourth square, giving check.
B. The K. to his R. third square.

26.

W. The R. to the adversary's K. fourth square. (*b*).

B. K. B. P. one square.

27.

W. The R. to the adversary's K. B. fourth square.

B. The K. to his Kt. third square.

28.

W. K. Kt. P. one square.

B. K. R. P. one square.

29.

W. K. R. P. two squares.

B. Q. Kt. P. one square.

30.

W. The R. takes K. B. P. and checks.

B. The K. to his R. second square.

31.

W. K. Kt. P. one square.

B. Q. B. to its R. third square, and checks.

32.

W. The K. to his Q. second square.

B. K. R. P. takes K. Kt. P. (*c*).

33.

W. K. R. P. takes the K. R. P.

B. Q. R. to its K. R. square.

34.

W. The Kt. to its third square.

B. The B. to the adversary's Q. B. fourth square.

35.

W. The Kt. to the adversary's K. B. fourth square.

B. The K. to his Kt. square.

36.

W. The P. one square, (on the adversary's K. Kt. third square).

B. The R. to the adversary's K. R. second square, and checks.

37.

W. The K. to his Q. B. third square.

B. The B. to its Q. fourth square.

38.

W. The K. to his Q. fourth square.

B. The R. to the adversary's Q. second square, and checks.

39.

W. The K. to the adversary's K. fourth square.

B. The R. to the adversary's K. second square, and checks.

40.

W. The K. to his B. fourth square.

B. The R. to the adversary's K. B. second square, and checks.

41.

W. The K. to the adversary's K. Kt. fourth square.

B. The R. to the adversary's K. Kt. second square, and checks.

42.

W. The K. to the adversary's K. R. fourth square.

B. The R. to the adversary's K. R. second square, and checks.

43.

W. The Kt. interposes on its K. R. fourth square.

B. The K. to his Kt. second square.

44.

W. The R. to its K. B. fourth square.

B. The R. to the adversary's K. second square.

45.

W. The Kt. to the adversary's K. B. fourth square, and checks.

B. The K. to his Kt. square.

46.

W. The K. to the adversary's K. R. third square.

B. The R. to the adversary's K. R. second square, and checks.

47.

W. The Kt. interposes on its K. R. fourth square.

B. The B. to its K. third square.

48.

W. The P. one square, (on the adversary's K. Kt. second square).

B. The B. to its K. B. second square.

49.

W. The R. to its K. Kt. fourth square.

B. The R. to the adversary's K. second square.

50.

W. The Kt. to the adversary's K. B. fourth square.

B. The R. to the adversary's K. R. second square, and checks.

51.

W. The K. to the adversary's K. Kt. fourth square.

B. The B. to its K. third square.

52.

W. The K. to the adversary's K. B. third square.

B. The R. to the adversary's K. B. second square.

53.

W. The R. to the adversary's K. Kt. fourth square.

B. The R. to the adversary's K. R. second square.

54.

W. The Kt. to the adversary's Q. second square, and checks.

B. The K. to his R. second square.

55.

W. The P. one square, becomes a Q. and checks.

B. The B. takes the Q.

56.

W. The Kt. takes the B.

B. The R. to the adversary's K. B. second square, and checks.

57.

W. The K. to the adversary's K. second square.

B. The R. to the adversary's K. second square, and checks.

58.

W. The K. to the adversary's K. B. second square.

B. The R. to the adversary's K. B. second square, and checks.

59.

W. The Kt. to the adversary's K. B. third square, interposing, and giving check.

B. The R. is forced to take the Kt.

60.

W. The K. takes the R. and White will win the game.

This game is instructive so far as relates to the moves of the *White*, which in general are very good, but Black plays very ill: among many instances of bad play which might be adduced, the 53rd move is remarkable. The Black plays his Rook so unskilfully, as to enable White to move his Knight. It is obvious, that if, instead of this bad move, Black had taken the Kt. either with his Rook or Bishop, and exchanged both pieces, he could take the advanced Pawn with his King; this very Pawn, soon after, compels the Black to lose his Bishop.

VARIATION (*a*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.

B. K. B. to the adversary's Q. Kt. fourth square.

5.

W. K. B. to its Q. third square.

B. The Q. to her K. second square.

6.

W. The same.

B. Q. Kt. to its B. third square.

7.

W. K. P. one square.

B. Q. Kt. takes Q. P. Or (*d*).

8.

W. K. P. takes K. Kt.

B. Q. Kt. takes the Q.

9.

W. K. P. takes the Q.

B. Q. Kt. takes Q. Kt.

10.

W. Q. R. P. one square.

B. K. B. to its Q. R. fourth square.

11.

W. Q. B. to its Q. second square, gaining either the Kt. or the B. &c.

VARIATION (*b*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. K. B. to the adversary's Q. Kt. fourth square.

5.

W. K. B. to its Q. third square.
B. The Q. to her K. second square.

6.

W. The same.
B. Q. Kt. to its B. third square.

7.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

8.

W. Q. P. one square.
B. Q. Kt. to its K. fourth square.

9.

W. K. Kt. takes K. Kt. P.
B. K. Kt. takes Q. P.

10.

W. K. P. takes K. Kt.
B. The Q. takes K. Kt.

11.

W. K. Kt. P. one square.
B. The K. to his Q. square.

12.

W. Q. B. takes the Gambit's Pawn.
B. The Kt. takes K. B. and checks.

13.

W. The Q. takes the Kt.
B. K. R. to its K. square, giving check.

14.

W. The K. to his Q. second square.
B. The Q. to her K. Kt. third square.

15.

W. Q. R. to its K. square.
B. The Q. takes the Q.

16.

W. The K. takes the Q.
B. K. B. to its K. second square.

17.

W. The Q. R. takes the B.
B. The K. R. takes the Q. R.

18.

W. Q. B. to the adversary's K. Kt. fourth square.

B. The K. to his square.

19.

W. The B. takes the R.

B. The K. takes the B.

20.

W. The R. to its K. square, giving check.

B. The K. to his Q. square.

21.

W. Q. Kt. to its K. fourth square.

B. Q. B. P. one square.

22.

W. Q. P. one square.

B. The K. to his square.

23.

W. The Kt. to the adversary's K. B. third square, giving check, and also checking with the R.

B. The K. to his B. square.

24.

W. The R. to the adversary's K. square, and checks.

B. The K. to his Kt. second square.

25.

W. The Kt. to the adversary's K. R. fourth square, giving check.

B. The K. to his R. third square.

26.

W. K. Kt. P. one square.

B. Q. Kt. P. one square.

27.

W. The K. to his third square.

B. The K. to his Kt. fourth square.

28.

W. The K. to his B. third square.

B. Q. B. P. one square.

29.

W. The K. to his Kt. third square.

B. Q. B. to its Kt. second square.

30.

W. K. R. P. two squares, giving check.

B. The K. to his Kt. third square.

31.

W. The R. to the adversary's K. fourth square.

B. K. B. P. one square.

32.

W. The R. to the adversary's K. B. fourth square.

B. Q. R. to its K. B. square.

33.

W. The Kt. to its K. B. fourth square, giving check.

B. The K. to his Kt. second square.

34.

W. The R. to the adversary's K. R. fourth square.

B. The B. to the adversary's K. fourth square.

35.

W. Q. B. P. one square.

B. K. B. P. one square.

36.

W. K. Kt. P. one square.

B. The R. to its K. B. second square.

37.

W. The Kt. to its K. R. third square.

B. The K. to his B. square.

38.

W. The K. to his B. fourth square.

B. The B. to its Q. fourth square.

39.

W. Q. R. P. one square.

B. The B. to its K. third square,

40.

W. The K. to the adversary's K. fourth square.

B. The B. to the adversary's Q. B. fourth square.

41.

W. The Kt. to its K. B. fourth square.

B. The B. to the adversary's Q. Kt. third square.

42.

W. The R. to the adversary's K. R. third square.

B. The B. to the adversary's Q. square.

43.

W. K. Kt. P. one square.

B. The K. R. P. takes the K. Kt. P.

44.

W. The R. takes the K. R. P.

B. The R. to its K. R. second square.

45.

W. The R. to the adversary's K. Kt. fourth square.

B. The B. to the adversary's Q. B. second square.

46.

W. K. R. P. one square.

B. The R. to its K. B. second square.

47.

W. The Kt. to the adversary's K. Kt. third square, giving check.

B. The K. to his square.

48.

W. The Kt. to the adversary's K. second square.

B. K. B. P. one square.

49.

W. The R. to its K. Kt. second square.

B. The B. to the adversary's Q. third square.

50.

W. The R. to its Q. second square.

B. The B. to the adversary's Q. B. fourth square.

51.

W. The Kt. to the adversary's K. B. fourth square.

B. K. B. P. one square.

52.

W. The R. to its K. B. second square.

B. The B. to the adversary's K. second square.

53.

W. The Kt. to its K. Kt. third square.

B. The B. to the adversary's Q. square.

54.

W. The K. to his fourth square.

B. The R. to its K. B. third square.

55.

W. The R. to its K. B. square.

B. The R. to its K. B. third square, and checks*.

56.

W. The K. to his B. fourth square.

B. The R. to its K. B. third square, and checks.

57.

W. The K. to his third square.

B. The R. takes Q. P.

58.

W. The Kt. to its K. fourth square, gaining either the R. or the B.

Black must lose the game.

* Black should take the P. on his Q. third square.

VARIATION (*c*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. K. B. to the adversary's Q. Kt. fourth squ

5.

W. K. B. to its Q. third square.
B. The Q. to her K. second square.

6.

W. The same.
B. Q. Kt. to its B. third square.

7.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

8.

V. Q. P. one square.
. Q. Kt. to its K. fourth square.

9.

V. K. Kt. takes K. Kt. P.
. K. Kt. takes Q. P.

10.

. K. P. takes K. Kt.
. The Q. takes K. Kt.

11.

. K. Kt. P. one square.
. The K. to his Q. square.

12.

. Q. B. takes the Gambit's Pawn.
. The Kt. takes K. B. and checks.

13.

. The Q. takes the Kt.
K. R. to its K. square, giving check.

14.

. The K. to his Q. second square.
The Q. to her K. Kt. third square.

15.

. Q. R. to its K. square.
The Q. takes the Q.

16.

. The K. takes the Q.
K. B. to its K. second square.

17.

W. The Q. R. takes the B.
B. The K. R. takes the Q. R.

18.

W. Q. B. to the adversary's K. Kt. fourth square.
B. The K. to his square.

19.

W. The B. takes the R.
B. The K. takes the B.

20.

W. The R. to its K. square, giving check.
B. The K. to his Q. square.

21.

W. Q. Kt. to its K. fourth square.
B. Q. B. P. one square*.

22.

W. Q. P. one square.
B. The K. to his square.

23.

W. The Kt. to the adversary's K. B. third square, giving check, and checking also with the R.
B. The K. to his B. square.

* This is unquestionably a bad move, as it enables White to play his Q. P. on the Black Queen's third square, and confine his pieces.

24.

The R. to the adversary's K. square, and checks.
The K. to his Kt. second square.

25.

The Kt. to the adversary's K. R. fourth square, giving check.
The K. to his R. third square.

26.

The R. to the adversary's K. fourth square.
K. B. P. one square.

27.

The R. to the adversary's K. B. fourth square.
The K. to his Kt. third square.

28.

K. Kt. P. one square.
K. R. P. one square.

29.

K. R. P. two squares.
Q. Kt. P. one square.

30.

The R. takes K. B. P. and checks.
The K. to his R. second square.

31.

K. Kt. P. one square.
Q. B. to its R. third square, and checks.

32.

W. . . . . . .

B. Q. B. to the adversary's Q. B. fourth square. Or (*e*).

33.

W. The R. takes K. R. P. and checks. Or (*f*).

B. The K. to his Kt. square.

34.

W. The Kt. to the adversary's K. B. third square, and checks.

B. The K. to his B. second square.

35.

W. The Kt. takes Q. P.

B. The K. to his Kt. second square.

36.

W. The Kt. to the adversary's K. fourth square.

B. The B. to its Q. fourth square.

37.

W. Q. P. one square.

B. Q. R. to its Q. square.

38.

W. R. to the adversary's K. B. third square, or Q. B. P. two squares.

Black must lose the game.

VARIATION (*d*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. K. B. to the adversary's Q. Kt. fourth square.

5.

W. K. B. its Q. third square.
B. The Q. to her K. second square.

6.

W. The same.
B. Q. Kt. to its B. third square.

7.

W. K. P. one square.
B. K. Kt. to its Q. fourth square.

8.

W. Q. B. to its Q. second square.
B. Q. Kt. takes Q. P.

9.

W. Q. Kt. takes K. Kt.

B. The Q. to the adversary's K. R. fourth square, and checks.

10.

W. K. Kt. P. one square, interposing.

B. The K. P. takes the K. Kt. P.

11.

W. The Q. to her K. Kt. second square.

B. The K. P. takes the K. R. P. and checks with the Q.

12.

W. The K. to his B. square.

B. The K. P. takes K. Kt. P. becomes a Q. and checks.

13.

W. The Q. takes *this* Q.

B. The Q. to her own square.

14.

W. Q. B. takes K. B.

B. The Kt. to its K. third square.

15.

W. K. R. takes K. R. P.

B. K. R. takes K. R.

16.

W. The Kt. to the adversary's K. B. third square, giving check.

B. The Q. takes the Kt.

17.

W. K. P. takes the Q.

B. K. Kt. P. one square.

18.

W. K. B. takes K. Kt. P.

B. The K. B. P. takes the K. B.

19.

W. The Q. takes the K. B. P. and checks.

B. K. R. interposes on its B. second square.

20.

W. The Q. to the adversary's K. Kt. square, and checks.

B. The Kt. to its K. B. square.

21.

W. The R. to its K. square, and checks.

B. The K. to his Q. square.

22.

W. The Q. takes the K. R.*

B. Q. B. P. one square.

* *White* should play as follows, instead of taking K. R.

22.

W. Q. B. to adversary's K. second square, and checks.

B. K. to his own square.

23.

W. Q. B. to the adversary's Q. third square.

B. The Kt. to its K. third square.

24.

W. The Q. to the adversary's K. second square, giving check-mate.

This Variation should be played very frequently: the situations and moves are remarkably striking and instructive.

VARIATION (*e*).

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. P. two squares.

B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square.

B. K. P. takes K. B. P.

4.

W. Q. P. two squares.

B. K. B. to the adversary's Q. Kt. fourth square.

23.

W. Q. B. takes the Kt. and checks with the R.

B. K. to his Q. square.

24.

W. Q. B. to adversary's K. second square, and check-mates.

B. . . . . . .

5.

W. K. B. to its Q. third square.

B. The Q. to her K. second square.

6.

W. The same.

B. Q. Kt. to its B. third square.

7.

W. K. Kt. to its B. third square.

B. K. Kt. P. two squares.

8.

W. Q. P. one square.

B. Q. Kt. to its K. fourth square.

9.

W. K. Kt. takes K. Kt. P.

B. K. Kt. takes Q. P.

10.

W. K. P. takes K. Kt.

B. The Q. takes K. Kt.

11.

W. K. Kt. P. one square.

B. The K. to his Q. square.

12.

W. Q. B. takes the Gambit's Pawn.

B. The Kt. takes K. B. and checks.

13.

W. The Q. takes the Kt.

B. K. R. to its K. square, giving check.

14.

W. The K. to his Q. second square.

B. The Q. to her K. Kt. third square.

15.

W. Q. R. to its K. square.

B. The Q. takes the Q. and checks.

16.

W. The K. takes the Q.

B. K. B. to its K. second square.

17.

W. The Q. R. takes the K. B.

B. The K. R. takes the Q. R.

18.

W. Q. B. to the adversary's K. Kt. fourth square.

B. The K. to his square.

19.

W. The Q. B. takes the K. R.

B. The K. takes the Q. B.

20.

W. The K. R. to its K. square, giving check.

B. The K. to his Q. square.

21.

W. Q. Kt. to its K. fourth square.

B. Q. B. P. one square.

22.

W. Q. P. one square.

B. The K. to his square.

23.

W. The Q. Kt. to the adversary's K. B. third square, giving check, and also checking with the R.

B. The K. to his B. square.

24.

W. The R. to the adversary's K. square, and checks.

B. The K. to his Kt. second square.

25.

W. The Kt. to the adversary's K. R. fourth square, giving check.

B. The K. to his R. third square.

26.

W. The R. to the adversary's K. fourth square.

B. K. B. P. one square.

27.

W. The R. to the adversary's K. B. fourth square.

B. The K. to his Kt. third square.

28.

W. K. Kt. P. one square.

B. K. R. P. one square.

29.

W. K. R. P. two squares.

B. Q. Kt. P. one square.

30.

W. The R. takes K. B. P. and checks.

B. The K. to his R. second square.

31.

W. K. Kt. P. one square.

B. Q. B. to its R. third square, and checks.

32.

W. The K. to his Q. B. third square.

B. Q. B. P. one square.

33.

W. K. Kt. P. one square, and checks.

B. The K. to his Kt. square. Or (*g*).

34.

W. The R. to the adversary's K. B. second square.

B. The B. to the adversary's K. second square.

35.

W. The Kt. to the adversary's K. B. third square, and checks.

B. The K. to his R. square.

36.

W. The R. to the adversary's K. R. second square, giving check-mate.

White may also check-mate, by moving the K. Kt. P. one square.

VARIATION *(f)*.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. K. B. to the adversary's Q. Kt. fourth square.

5.

W. K. B. to its Q. third square.
B. The Q. to her K. second square.

6.

W. The same.
B. Q. Kt. to its B. third square.

7.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

31.

W. K. Kt. P. one square.

B. Q. B. to its R. third square, and checks.

32.

W. The K. to his Q. B. third square.

B. Q. B. P. one square.

33.

W. K. Kt. P. one square, and checks.

B. The K. to his Kt. square. Or (*g*).

34.

W. The R. to the adversary's K. B. second square.

B. The B. to the adversary's K. second square.

35.

W. The Kt. to the adversary's K. B. third square, and checks.

B. The K. to his R. square.

36.

W. The R. to the adversary's K. R. second square, giving check-mate.

White may also check-mate, by moving the K. Kt. P. one square.

VARIATION *(f)*.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. K. B. to the adversary's Q. Kt. fourth square.

5.

W. K. B. to its Q. third square.
B. The Q. to her K. second square.

6.

W. The same.
B. Q. Kt. to its B. third square.

7.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

8.

W. Q. P. one square.
B. Q. Kt. to its K. fourth square.

9.

W. K. Kt. takes K. Kt. P.
B. K. Kt. takes Q. P.

10.

W. K. P. takes K. Kt.
B. The Q. takes K. Kt.

11.

W. K. Kt. P. one square.
B. The K. to his Q. square.

12.

W. Q. B. takes the Gambit's Pawn.
B. The Kt. takes K. B. and checks.

13.

W. The Q. takes the Kt.
B. K. R. to its K. square, giving check.

14.

W. The K. to his Q. second square.
B. The Q. to her K. Kt. third square.

15.

W. Q. R. to its K. square.
B. The Q. takes the Q. and checks.

16.

W. The K. takes the Q.
B. K. B. to its K. second square.

17.

. The Q. R. takes the K. B.
. The K. R. takes the Q. R.

18.

. Q. B. to the adversary's K. Kt. fourth square.
. The K. to his square.

19.

. The Q. B. takes the K. R.
. The K. takes the Q. B.

20.

. The K. R. to its K. square, giving check.
. The K. to his Q. square.

21.

. Q. Kt. to its K. fourth square.
. Q. B. P. one square.

22.

. Q. P. one square.
. The K. to his square.

23.

. The Kt. to the adversary's K. B. third square, giving check, and also checking with the R.
. The K. to his B. square.

24.

. The R. to the adversary's K. square, and checks.
. The K. to his Kt. second square.

25.

W. The Kt. to the adversary's K. R. fourth square, giving check.

B. The K. to his R. third square.

26.

W. The R. to the adversary's K. fourth square.

B. K. B. P. one square.

27.

W. The R. to the adversary's K. B. fourth square.

B. The K. to his Kt. third square.

28.

W. K. Kt. P. one square.

B. K. R. P. one square.

29.

W. K. R. P. two squares.

B. Q. Kt. P. one square.

30.

W. The R. takes K. B. P. and checks.

B. The K. to his R. second square.

31.

W. K. Kt. P. one square.

B. Q. B. to its R. third square, and checks.

32.

W. The K. to his Q. second square.

B. K. R. P. takes K. Kt. P.

33.

7. K. R. P. takes K. R. P.
Q. B. P. one square.

34.

7. K. R. to adversary's K. R. third square, and checks.
K. to his Kt. square.

35.

7. K. Kt. P. one square, *(on adversary's K. Kt. third square).*
Q. B. to adversary's Q. B. fourth square.

36.

7. K. R. to adversary's K. R. second square.
Q. B. takes Q. R. P.

37.

7. Q. Kt. P. one square.
Q. B. P. one square.

38.

7. The Kt. to adversary's K. B. third square, and checks.
K. to his B. square.

39.

7. K. R. to adversary's K. B. second square, and check-mates.

VARIATION (*g*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. Kt. to its B. third square.

3.

W. Q. Kt. to its B. third square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. K. B. to the adversary's Q. Kt. fourth square.

5.

W. K. B. to its Q. third square.
B. The Q. to her K. second square.

6.

W. The same.
B. Q. Kt. to its B. third square.

7.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

8.

W. Q. P. one square.
B. Q. Kt. to its K. fourth square.

9.

7. K. Kt. takes K. Kt. P.
. K. Kt. takes Q. P.

10.

7. K. P. takes K. Kt.
. The Q. takes K. Kt.

11.

7. K. Kt. P. one square.
. The K. to his Q. square.

12.

7. Q. B. takes the Gambit's Pawn.
. The Kt. takes K. B. and checks.

13.

7. The Q. takes the Kt.
. K. R. to its K. square, giving check.

14.

7. The K. to his Q. second square.
. The Q. to her K. Kt. third square.

15.

7. Q. R. to its K. square.
. The Q. takes the Q. and checks.

16.

7. The K. takes the Q.
. K. B. to its K. second square.

17.

7. The Q. R. takes the B.
. The K. R. takes the Q. R.

18.

W. Q. B. to the adversary's K. Kt. fourth square.

B. The K. to his square.

19.

W. The Q. B. takes the K. R.

B. The K. takes the Q. B.

20.

W. The K. R. to its K. square, giving check.

B. The K. to his Q. square.

21.

W. Q. Kt. to its K. fourth square.

B. Q. B. P. one square.

22.

W. Q. P. one square.

B. The K. to his square.

23.

W. The Kt. to the adversary's K. B. third square, giving check, and also checking with the R.

B. The K. to his B. square.

24.

W. The R. to the adversary's K. square, and checks.

B. The K. to his Kt. second square.

25.

W. The Kt. to the adversary's K. R. fourth square, giving check.

B. The K. to his R. third square.

26.

W. The R. to the adversary's K. fourth square.

B. K. B. P. one square.

27.

W. The R. to the adversary's K. B. fourth square.

B. The K. to his Kt. third square.

28.

W. K. Kt. P. one square.

B. K. R. P. one square.

29.

W. K. R. P. two squares.

B. Q. Kt. P. one square.

30.

W. The R. takes K. B. P. and checks.

B. The K. to his R. second square.

31.

W. K. Kt. P. one square.

B. Q. B. to its R. third square, and checks.

32.

W. The K. to his Q. second square.

B. K. R. P. takes K. Kt. P.

33.

W. K. R. P. takes K. R. P.

B. The K. to his R. square.

34.

W. The R. to the adversary's K. R. third square, and checks.

B. The K. to his Kt. square.

35.

W. K. Kt. P. one square.

B. The B. to the adversary's Q. B. fourth square.

36.

W. The R. to the adversary's K. R. second square.

B. The B. takes the Q. R. P.

37.

W. The Kt. to the adversary's K. B. third square, and checks.

B. The K. to his B. square.

38.

W. The Q. Kt. P. one square.

Black cannot avoid being check-mated in two moves.

NINTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. Q. P. one square.

3.

W. The K. B. to Q. B. fourth square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares*.
B. The Q. to the adversary's K. R. fourth square, giving check.

5.

W. The K. to his B. square.
B. The Q. B. to the adversary's K. Kt. fourth square.

* The K. Kt. to its B. third square, would be a much better move.

6.

W. The K. Kt. to B. third square.
B. The B. takes the Kt.

7.

W. The Q. takes the B.
B. K. Kt. P. two squares.

8.

W. The Q. to her Kt. third square.
B. The K. to his Q. B. square*.

9.

W. The K. B. takes K. B. P.
B. The K. Kt. to its B. third square.

10.

W. The Q. Kt. to its Q. second square.
B. K. Kt. P. one square.

11.

W. K. P. one square.
B. Q. P. takes K. P.

* When Gustavus Selenus compiled this work, it was allowable in *Germany* to move the King two squares, *without castling*.

12.

W. Q. P. takes Q. P.

B. K. B. to its Q. B. fourth square.

13.

W. The K. to his second square.

B. The Q. to the adversary's K. B. second square, and checks.

14.

W. The K. to his Q. square.

B. The Q. takes K. Kt. P.

15.

W. K. R. to its B. square.

B. K. R. to its Q. square. Or (*a*).

16.

W. K. B. to the adversary's K. third square, giving check.

B. The R. to its Q. second square, interposing.

17.

W. The K. B. takes the R. and checks.

B. K. Kt. takes the B.

18.

W. The Q. to the adversary's K. Kt. square, giving check.

B. K. Kt. to its B. square.

19.

W. K. R. takes K. P. on its B. fourth square, and White will win the game.

VARIATION (*a*).

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. P. two squares.

B. Q. P. one square.

3.

W. The K. B. to Q. B. fourth square.

B. K. P. takes K. B. P.

4.

W. Q. P. two squares.

B. The Q. to the adversary's K. R. fourth square, giving check.

5.

W. The K. to his B. square.
B. The Q. B. to the adversary's K. Kt. fourth square.

6.

W. The K. Kt. to B. third square.
B. The Q. B. takes the K. Kt.

7.

W. The Q. takes the B.
B. K. Kt. P. two squares.

8.

W. The Q. to her Kt. third square.
B. The K. to his Q. B. square.

9.

W. The K. B. takes K. B. P.
W. The K. Kt. to its B. third square.

10.

W. The Q. Kt. to its Q. second square.
B. K. Kt. P. one square.

11.

W. K. P. one square.
B. Q. P. takes K. P.

12.

W. Q. P. takes Q. P.
B. K. B. to its Q. B. fourth square.

13.

W. The K. to his second square.

B. The Q. to the adversary's K. B. second square, and checks.

14.

W. The K. to his Q. square.

B. The Q. takes K. Kt. P.

15.

W. K. R. to its B. square.

B. K. Kt. to the adversary's K. fourth square. Or (*b*).

16.

W. K. B. to the adversary's K. third square, and checks.

B. Q. Kt. interposes on its Q. second square.

17.

W. K. B. takes Q. Kt. and checks.

B. The K. takes the K. B.

18.

W. The Q. to the adversary's Q. fourth square, giving check, and gaining the K. Kt. &c.

VARIATION (*b*).

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. Q. P. one square.

3.

W. The K. B. to Q. B. fourth square.
B. K. P. takes K. B. P.

4.

W. Q. P. two squares.
B. The Q. to the adversary's K. R. fourth square, giving check.

5.

W. The K. to his B. square.
B. The Q. B. to the adversary's K. Kt. fourth square.

6.

W. The K. Kt. to B. third square.
B. The B. takes Kt.

7.

W. The Q. takes B.
B. K. Kt. P. two squares.

8.

W. The Q. to her Kt. third square.
B. The K. to his Q. B. square.

9.

W. The K. B. takes K. B. P.
B. The K. Kt. to its B. third square.

10.

W. The Q. Kt. to its Q. second square.
B. K. Kt. P. one square.

11.

W. K. P. one square.
B. Q. P. takes K. P.

12.

W. Q. P. takes Q. P.
B. K. B. to its Q. B. fourth square.

13.

W. The K. to his second square.
B. The Q. to the adversary's K. B. second square, and checks.

14.

W. The K. to his Q. square.
B. The Q. takes K. Kt. P.

15.

W. K. R. to its B. square.
B. K. B. to the adversary's K. third square.

16.

W. K. P. takes K. Kt.

B. K. B. takes Q. Kt.

17.

W. K. B. to the adversary's K. third square, giving check.

B. Q. Kt. interposes on its Q. second square.

18.

W. The Q. to her third square; and White has a better game than his adversary.

TENTH GAME.

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. P. two squares.

B. K. B. to its Q. B. fourth square.

3.

W. K. Kt. to B. third square.

B. Q. P. one square.

4.

W. K. B. P. takes K. P.

B. Q. P. takes K. B. P.

5.

W. The K. Kt. takes Q. P.

B. The Q. to the adversary's K. R. fourth square, and checks.

6.

W. K. Kt. P. one square, interposing.

B. The Q. takes K. P. and checks.

7.

W. The Q. interposes on her K. second square.

B. The Q. takes K. R.

8.

W. The K. Kt. to the adversary's K. Kt. third square, giving check with the Q.

B. The K. Kt. to its K. second square.

9.

W. The K. Kt. takes the K. R.

B. The Q. B. to the adversary's K. R. third square; thus exchanging Bishops and Queens; and as the White's King's Knight must be lost, Black will have four pieces to three; and consequently may win the game.

INSTEAD of adding some of GUSTAVUS SELENUS' remarks and *critiques* on DAMIANO, the Editor has deemed it more useful to insert the following games: they are well played; and being more modern than those of Gustavus Selenus, they will afford an opportunity to Amateurs to compare the style of play adopted by the former Author, in 1617, with that of an eminent player, in the beginning of the eighteenth century.

FIRST GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

4.

W. K. B. to its Q. B. fourth square.
B. Q. P. one square.

5.

W. Q. P. two squares.
B. K. R. P. one square.

6.

W. K. R. P. two squares.
B. K. B. to its Kt. second square.

7.

W. K. R. P. takes the K. Kt. P.
B. K. R. P. takes the K. R. P.

8.

W. K. R. takes the K. R.
B. K. B. takes the K. R.

9.

W. K. Kt. to the adversary's K. fourth square.
B. Q. P. takes the K. Kt.

10.

W. Q. to the adversary's K. R. fourth square.
B. Q. to her K. B. third square.

11.

W. Q. P. takes the Q. P.

B. Q. to her K. Kt. second square.

12.

W. Q. P. one square.

B. K. Kt. to its R. third square.

13.

W. Q. P. takes the K. B. P. giving check.

B. K. to his B. square.

14.

W. Q. B. takes the P. on its K. B. fourth square.

B. Q. B. to the adversary's K. Kt. fourth square.

15.

W. Q. B. takes the Q. B. P.

B. Q. B. takes the Q.

16.

W. Q. B. to the adversary's Q. third square, and check-mates.

SECOND GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

4.

W. K. B. to its Q. B. fourth square.
B. Q. P. one square.

5.

W. Q. P. two squares.
B. K. R. P. one square.

6.

W. K. R. P. two squares.
B. K. B. to its Kt. second square.

7.

W. K. R. P. takes K. Kt. P.
B. K. R. P. takes K. R. P.

8.

W. K. R. takes the K. R.

B. K. B. takes the K. R.

9.

W. K.Kt. to the adversary's K. fourth square.

B. Q. P. takes the K. Kt.

10.

W. Q. to the adversary's K. R. fourth square.

B. Q. to her K. B. third square.

11.

W. Q. P. takes the Q. P.

B. Q. to her K. Kt. second square.

12.

W. Q. P. one square.

B. K. Kt. to its K. second square.

13.

W. Q. P. takes the K. B. P. and gives check.

B. K. to his B. square.

14.

W. Q. B. to its Q. second square.

B. Q. Kt. to its Q. second square.

15.

W. Q. B. to its third square.

B. Q. Kt. to its K. fourth square.

16.

W. Q. Kt. to its Q. second square.

B. Q. B. to the adversary's K. Kt. fourth square.

17.

W. Q. to her K. R. second square.

B. Q. R. to its Q. square.

18.

W. K. B. to its Q. Kt. third square.

B. Q. B. P. two squares.

19.

W. Q. Kt. to its Q. B. fourth square.

B. K. Kt. to its third square.

20.

W. K. to his B. second square.

B. Q. R. to the adversary's Q. square.

21.

W. Q. R. takes the Q. R.

B. Q. B. takes the Q. R.

22.

W. Q. to her K. R. square.

B. Q. B. to the adversary's K. Kt. fourth square.

23.

W. Q. Kt. to the adversary's Q. third square.

B. K. Kt. to the adversary's K R. fourth square.

24.

W. Q. Kt. to the adversary's K. square.

B. Q. to her K. R. second square.

25.

W. Q. Kt. to the adversary's Q. third square.

B. Q. Kt. P. one square.

26.

W. Q. to her K. square.

B. K. Kt. takes the K. Kt. P.

27.

W. K. takes the K. Kt.

B. Q. to the adversary's K. R. third square, giving check.

28.

W. K. to his B. second square.

B. Q. to the adversary's K. R. second square, giving check.

29.

W. K. to his B. square.

B. Q. B. to the adversary's K. R. third square, and check-mates.

THIRD GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

4.

W. K. B. to its Q. B. fourth square.
B. Q. P. one square.

5.

W. Q. P. two squares.
B. K. R. P. one square.

6.

W. K. R. P. two squares.
B. K. B. to its Kt. second square.

7.

W. K. R. P. takes the K. Kt. P.
B. K. R. P. takes the K. R. P.

8.

W. K. R. takes the K. R.

B. K. B. takes the K. R.

9.

W. K. Kt. to the adversary's K. fourth square.

B. Q. P. takes the K. Kt.

10.

W. Q. to the adversary's K. R. fourth square.

B. Q. to her K. B. third square.

11.

W. Q. P. takes the Q. P.

B. Q. to her K. Kt. second square.

12.

W. Q. P. one square.

B. K. Kt. to its B. third square.

13.

W. Q. P. takes the K. B. P. and gives check.

B. K. to his B. square.

14.

W. Q. to her K. B. third square.

B. Q. Kt. to its B. third square.

15.

W. Q. to her R. third square, giving check.

B. Q. Kt. interposes on its K. second square.

16.

W. Q. B. to its Q. second square,
B. K. Kt. takes the K. P.

17.

W. Q. B. to its Q. Kt. fourth square.
B. Q. to her K. fourth square.

18.

W. K. to his B. square.
B. Q. B. P. two squares.

19.

W. Q. B. to its K. square.
Q. B. to its K. third square.

20.

W. K. B. to its Q. third square.
K. takes the P.

21.

W. Q. Kt. to its B. third square.
K. Kt. to the adversary's K. Kt. third square, giving check.

22.

W. Q. B. takes the K. Kt.
The Gambit's P. takes the Q. B.

23.

W. Kt. to its K. fourth square.

B. Q. R. to its K. B. square.

24.

W. Q. R. to its K. square.

B. K. to his Kt. square, checking with Q. R.

25.

W. K. to his Kt. square, &c.

Black has a much better game than his adversary.

FOURTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. B. to its Q. B. fourth square.
B. Q. to the adversary's K. R. fourth square, giving check.

4.

W. K. to his B. square.
B. Q. P. one square.

5.

W. Q. P. two squares.
B. K. Kt. P. two squares.

6.

W. Q. Kt. to its B. third square.
B. K. B. to its Kt. second square.

7.

W. Q. Kt. to its Q fourth square.
B. K. to his Q. square.

8.

W. K. Kt. to its B. third square.
B. Q. to her K. R. fourth square, &c.

White has a good game.

FIFTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. B. to its Q. B. fourth square.
B. Q. to the adversary's K. R. fourth square, giving check.

4.

W. K. to his B. square.
B. Q. P. one square.

5.

W. Q. P. two squares.
B. K. Kt. P. two squares.

6.

W. Q. to her K. B. third square.
B. Q. Kt. to its B. third square.

7.

W. K. Kt. P. one square.
B. Q. to her K. R. third square.

8.

B. K. Kt. P. takes the Gambit's P.

W. Q. Kt. takes the Q. P.

9.

W. Q. to her third square.

B. Q. to her K. B. third square.

10.

W. K. B. P. one square.

B. Q. Kt. to its B. third square.

11.

W. Q. Kt. to its B. third square.

B. Q. Kt. to its K. fourth square, &c.

The Black has the advantage.

SIXTH GAME.

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. P. two squares.

B. K. P. takes K. B. P.

3.

W. K. B. to its Q. B. fourth square.

B. Q. to the adversary's K. R. fourth square, giving check.

4.

W. K. to his B. square.

B. Q. P. one square.

5.

W. Q. P. two squares.

B. K. Kt. P. two squares.

6.

W. Q. to her K. B. third square.

B. Q. B. to the adversary's K. Kt. fourth square.

7.

W. Q. to her Kt. third square, &c.

By this move, White will win a piece, and probably the game.

SEVENTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. Kt. to its K. B. third square.
B. Q. P. one square.

4.

W. Q. P. two squares.
B. K. Kt. P. two squares.

5.

W. K. B. to its Q. B. fourth square.
B. K. R. P. one square.

6.

W. K. R. P. two squares.
B. K. B. to its K. Kt. second square, &c.

This game is not well played; there is no decided advantage on either side.

EIGHTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. Kt. to its B. third square.
B. Q. Kt. to its B. third square.

4.

W. K. B. to its Q. B. fourth square.
B. Q. P. one square.

5.

W. K. B. to the adversary's Q. Kt. fourth square*.
B. Q. B. to its Q. second square.

6.

W. Q. P. two squares.
B. K. Kt. P. two squares.

* This is a very useless move.

7.

W. K. R. P. two squares.

B. K. Kt. P. one square.

8.

W. K. Kt. to the adversary's K. R. [illegible] square.

B. K. R. P. one square, &c.

White must lose the game. His moves are very exceptionable; but the game is nevertheless instructive, as it teaches the method of profiting by the adversary's *useless* moves.

NINTH GAME.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. Kt. to its K. B. third square.
B. Q. P. one square.

4.

W. Q. P. two squares.
B. K. Kt. P. two squares.

5.

W. K. R. P. two squares.
B. K. B. to its K. second square.

6.

W. K. R. P. takes the K. Kt. P.
B. K. B. takes the K. R. P.

7.

W. K. B. to its Q. B. fourth square.
B. Q. Kt. to its B. third square.

8.

W. Q. Kt. to its B. third square.

B. Q. B. to the adversary's K. Kt. fourth square.

9.

W. Q. Kt. to the adversary's Q. fourth square.

B. K. Kt. to its B. third square.

10.

W. Q. Kt. takes the Gambit's P. on its K. B. fourth square.

B. K. Kt. takes the K. P.

11.

W. The Q. to her K. second square.

B. The K. to his Q. second square, &c.

TENTH GAME.

1.

W. K. P. two squares.

B. The same.

2.

W. K. B. to its Q. B. fourth square.

B. K. B. to its Q. B. fourth square.

3.

W. Q. B. P. one square.

B. Q. B. P. one square.

4.

W. Q. P. two squares.

B. K. P. takes the Q. P.

5.

W. Q. B. P. takes the K. P.

B. K. B. to its Q. Kt. third square.

6.

W. Q. Kt. to its B. third square.

B. K. Kt. to its K. second square.

7.

W. Q. B. to the adversary's K. Kt. fourth square.

B. K. B. P. one square.

8.

W. Q. B. to its K. R. fourth square.
B. Q. P. two squares.

9.

W. K. P. takes Q. P.
B. Q. B. P. takes the K. P.

10.

W. K. B. to its Q. Kt. third square.
B. The K. castles.

11.

W. K. Kt. to its K. second square.
B. Q. Kt. to its B. third square.

12.

W. The K. castles.
B. Q. B. to its K. third square.

13.

W. K. B. P. two squares.
B. K. Kt. to its B. fourth square.

14.

W. Q. B. to its K. B. second square.
B. K. R. P. one square, &c.

White has no material advantage.

ELEVENTH GAME.

1.

B. K. P. two squares.
W. The same.

2.

B. K. B. to its Q. B. fourth square.
W. Q. B. P. one square.

3.

B. Q. B. P. one square.
W. Q. P. two squares.

4.

B. K. P. takes Q. P.
W. Q. B. P. takes K. P.

5.

B. K. B. to its Q. Kt. third square.
W. K. B. P. two squares.

6.

B. K. Kt. to its K. second square.
W. Q. Kt. to its B. third square.

7.

B. Q. P. two squares.
W. K. P. one square.

8.

B. The K. castles.
W. K. Kt. to its B. third square.

9.

B. Q. B. to the adversary's K. Kt. fourth square.
W. K. B. to its K. second square.

10.

B. K. B. P. two squares.
W. The K. castles,

11.

B. Q. Kt. to its Q. second square.
W. Q. B. to its K. third square.

12.

B. Q. B. P. one square.
W. Q. P. takes Q. B. P.

13.

B. Q. Kt. takes the Q. P.
W. Q. Kt. takes the Q. P.

14.

B. The Q. takes the Q. Kt,
W. The Q. takes the Q.

15.

B. K. Kt. takes the Q.

W. K. B. to its Q. B. fourth square.

16.

B. Q. R. to its Q. square.

W. Q. R. to its Q. square, &c.

White has a good game.

TWELFTH GAME.

1.

B. K. P. two squares.
W. The same.

2.

B. Q. B. P. one square.
W. K. B. to its Q. B. fourth square.

3.

B. Q. P. two squares.
W. K. P. takes Q. P.

4.

B. Q. B. P. takes the K. P.
W. K. B. to its Q. Kt. third square.

5.

B. Q. Kt. to its B. third square.
W. Q. P. one square.

6.

B. Q. B. to its K. third square.
W. K. Kt. to its B. third square.

7.

B. K. B. to its Q. third square.
W. The K. castles.

8.

B. K. R. P. two squares.
W. Q. Kt. to its B. third square.

9.

B. K. B. to its Q. B. second square.
W. Q. R. P. two squares.

10.

B. K. Kt. to its B. third square.
W. Q. Kt. to its K. second square.

11.

B. K. Kt. to the adversary's K. Kt. fourth square.
W. K. R. P. one square.

12.

B. The Q. to her K. second square.
W. K. R. P. takes the K. Kt.

13.

B. K. R. P. takes the K. R. P.
W. K. Kt. to its K. square.

14.

B. The Q. to her K. R. fourth square.

White must lose the game.

THIRTEENTH GAME.

1.

W. Q. P. two squares.
B. The same.

2.

W. K. P. one square.
B. Q. B. to its K. B. fourth square.

3.

W. Q. B. P. two squares.
B. K. P. one square.

4.

W. Q. R. P. one square.
B. Q. B. takes the Q. Kt.

5.

W. Q. R. takes the Q. B.
B. Q. B. P. one square.

6.

W. K. Kt. to its B. third square.
B. K. Kt. to its B. third square.

7.

W. K. B. to its K. second square.
B. Q. Kt. to its Q. second square.

8.

W. Q. Kt. P. two squares.
B. Q. P. takes the Q. B. P.

9.

W. K. B. takes the Q. P.
B. K. B. to its Q. third square.

10.

W. Q. Kt. P. one square.
B. The K. castles.

11.

W. The K. castles.
B. K. R. P. one square.

12.

W. K. R. to its K. square.
B. Q. Kt. to its third square.

13.

W. K. B. to its Q. third square.
B. Q. B. P. takes the Q. Kt. P.

14.

W. Q. R. takes the Q. B. P.
B. K. Kt. to its Q. fourth square.

15.

W. Q. R. to its Kt. third square.

B. The Q. to her B. second square.

16.

W. K. P. one square.

B. K. Kt. to the adversary's Q. B. third square.

17.

W. The Q. to her B. second square.

B. K. Kt. to the adversary's Q. R. fourth square.

18.

W. The Q. to her second square.

B. Q. Kt. to its Q. second square.

19.

W. K. P. one square.

B. K. B. to its K. second square.

20.

W. K. B. to its Q. Kt. square.

B. K. R. to its Q. B. square.

21.

W. The Q. to her third square.

B. Q. Kt. to its K. B. square.

22.

W. Q. B. to its K. third square.

B. K. Kt. to its Q. Kt. third square.

23.

W. The K. R. P. one square.

B. Q. to the adversary's Q. B. fourth square, &c.

The White's second move is exceptionable: Q. B. to K. B. fourth square, would be preferable.

The following game was played by two good players in the course of last summer. The Translator considers the system of attack pursued by the player of the White, as very instructive, and, on that account, he has inserted the game.

1.

W. K. P. two squares.
B. The same.

2.

W. K. B. P. two squares.
B. K. P. takes K. B. P.

3.

W. K. Kt. to its B. third square.
B. K. Kt. P. two squares.

4.

W. K. B. to its Q. B. fourth square.
B. K. Kt. P. one square.

5.

W. The K. castles.
B. K. Kt. P. takes K. Kt.

6.

W. The Q. takes K. Kt. P.

B. The Q. to her K. second square.

7.

W. Q. P. two squares.

B. K. B. to its K. Kt. second square.

8.

W. Q. B. takes Gambit's Pawn.

B. K. B. takes Q. P. and checks.

9.

W. The K. to his R. square.

B. K. B. takes Q. Kt. P.

10.

W. Q. Kt. to its B. third square.

B. Q. B. takes Q. R.

11.

W. Q. Kt. to the adversary's Q. fourth square.

B. The Q. to her B. fourth square.

12.

W. Q. B. to the adversary's Q. third square.

B. The Q. takes the Q. B.

13.

W. The Q. takes K. B. P. and checks.

B. The K. to his Q. square.

14.

W. The Q. to the adversary's K. B. square, and checks.

B. The Q. takes the Q.

15.

W. K. R. takes the Q. and check-mates.

B. . . . . . .

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